



late 05/14/14

“Walnuts & Rain” 1025-193 Original Board



- Board Team Final 05/14/14
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board
- Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Tom Herpich

ADVENTURE TIME



Page 0

Sc.

Pnl.

Bg.

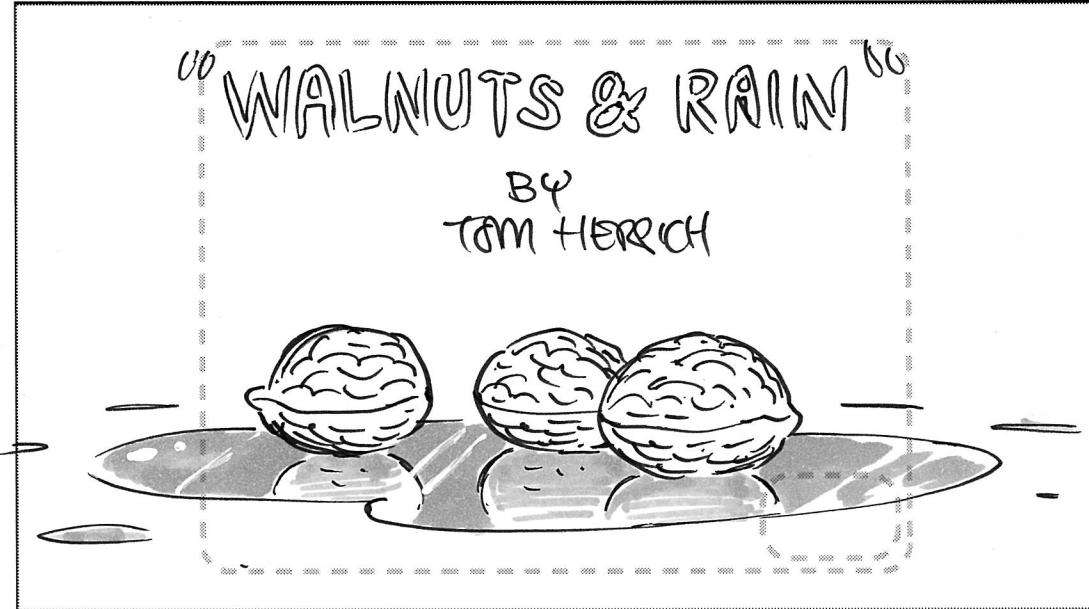
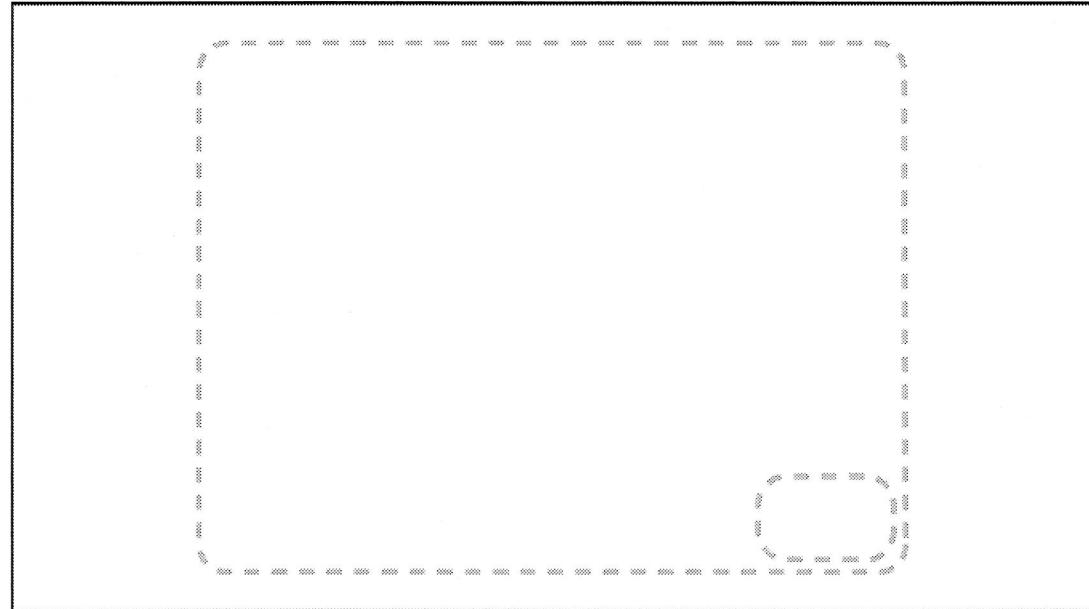
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

Production :

1025-193

EPISODE #

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

Page 1

BLACK

#FADE
IN

Dialog:

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 2



Sc. 1 Pnl. A Bg. _____

Dialog:	(F:OS) (coming into earshot) ... and when that salsa cloud had you by the tail...
Action:	
Timing:	

Production :

EPISODE #

1025-193

ADVENTURE TIME



Page 3

Sc.

Pnl.

B

Bg.

day night

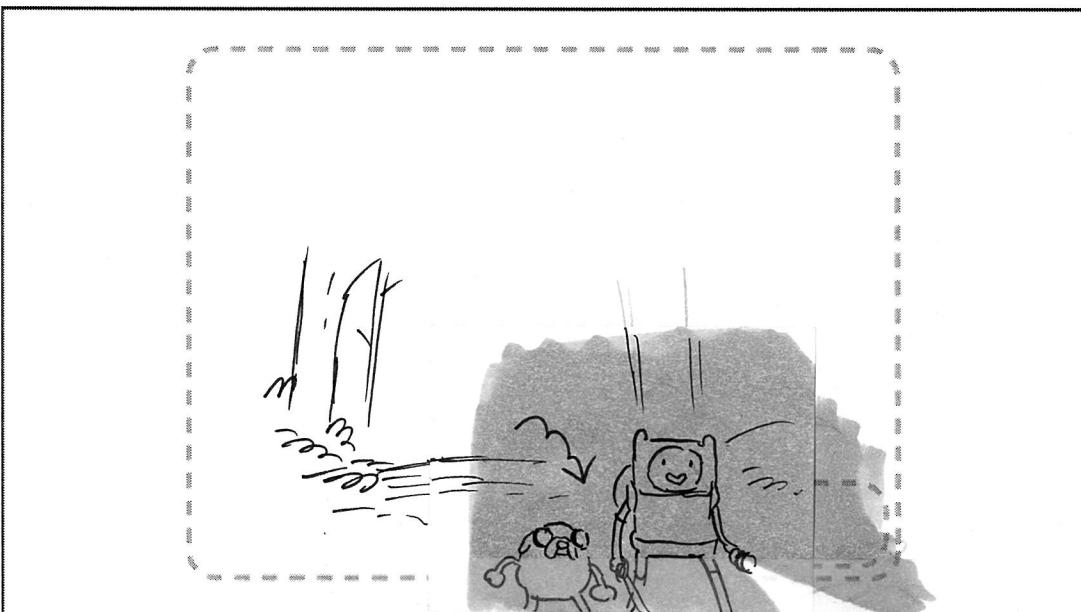
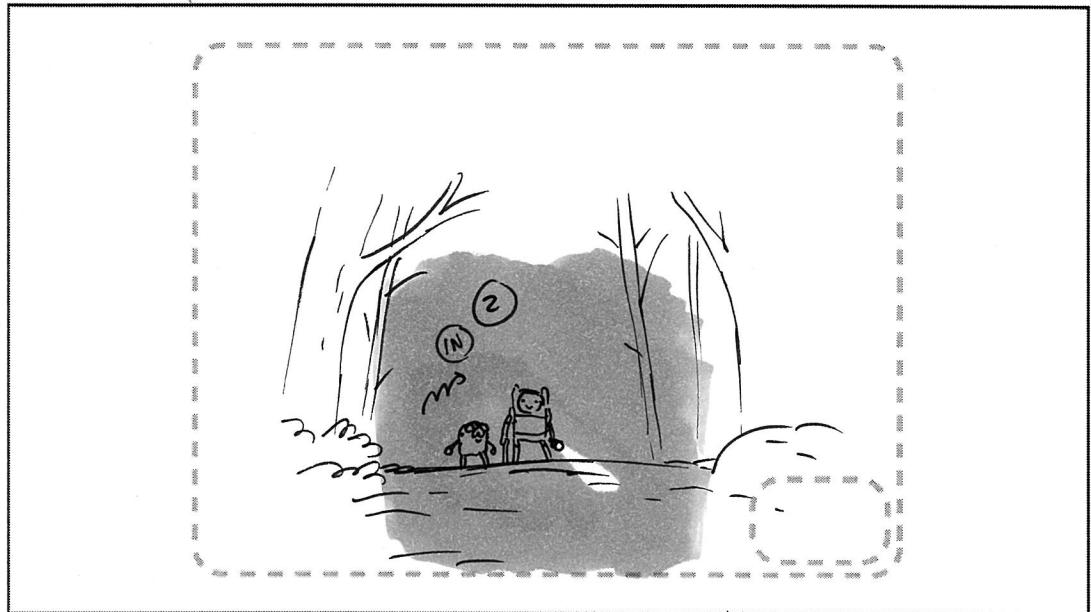
Sc.

Pnl.

C

Bg.

day night



Dialog:

(J:) *haha* yeah - and I swung him around into that golden cactus? ...

(F:) *haha* man, that was algebraic.

Action:

-Finn's flashlight makes a corona effect before coming into view

(1)



Timing:

EPISODE #

1025-193

Production :

ADVENTURE TIME



Page 4

Sc.

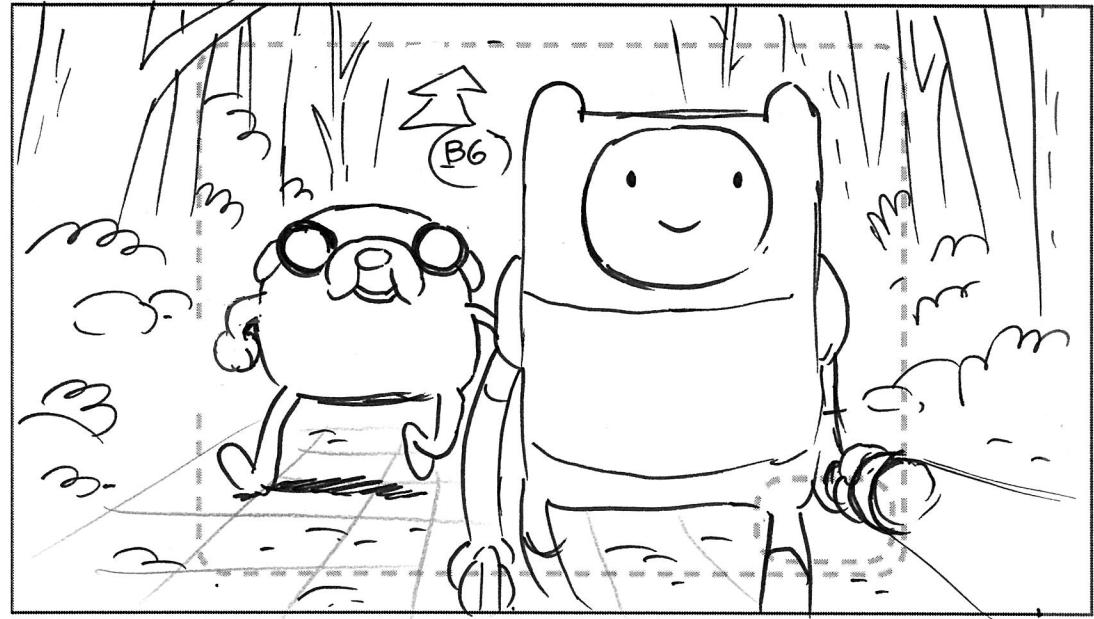
Z

Pnl.

A

Bg.

day night



Sc.

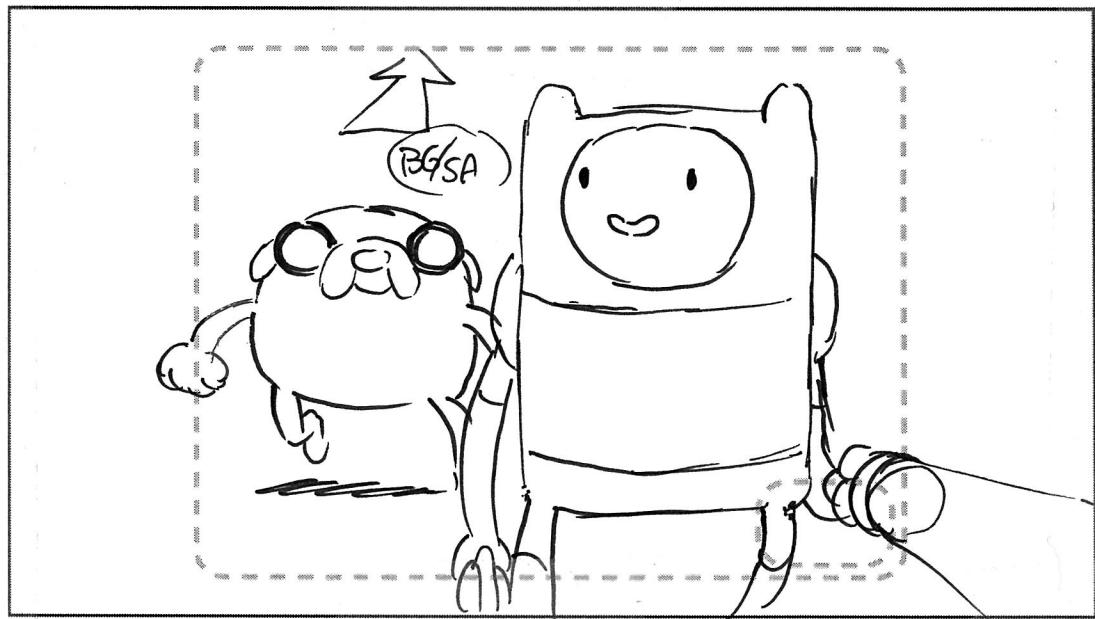
Z

Pnl.

B

Bg.

day night



Dialog:

(J:) *haha* yeah man - that adventure was TIGHT.

(F:) yeah!

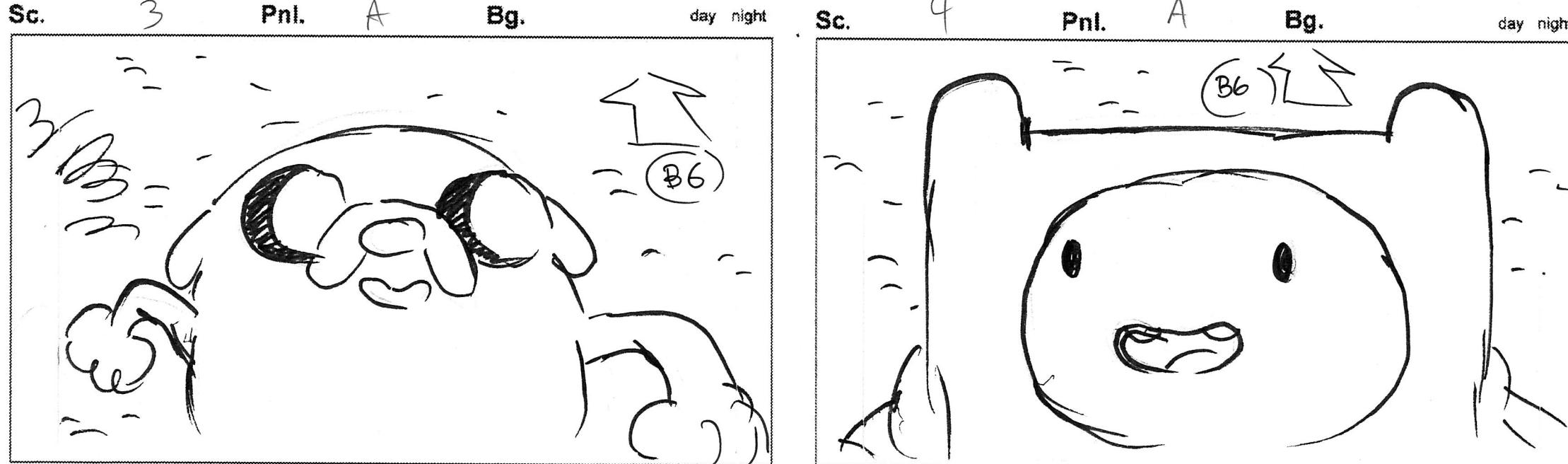
Action:

Timing:

Production :

1025-193

EPISODE #



Dialog:

(F:) I can't
wait to get
back home
though!

Action:

Timing:

(F:) Yeah, me
too.

EPISODE #

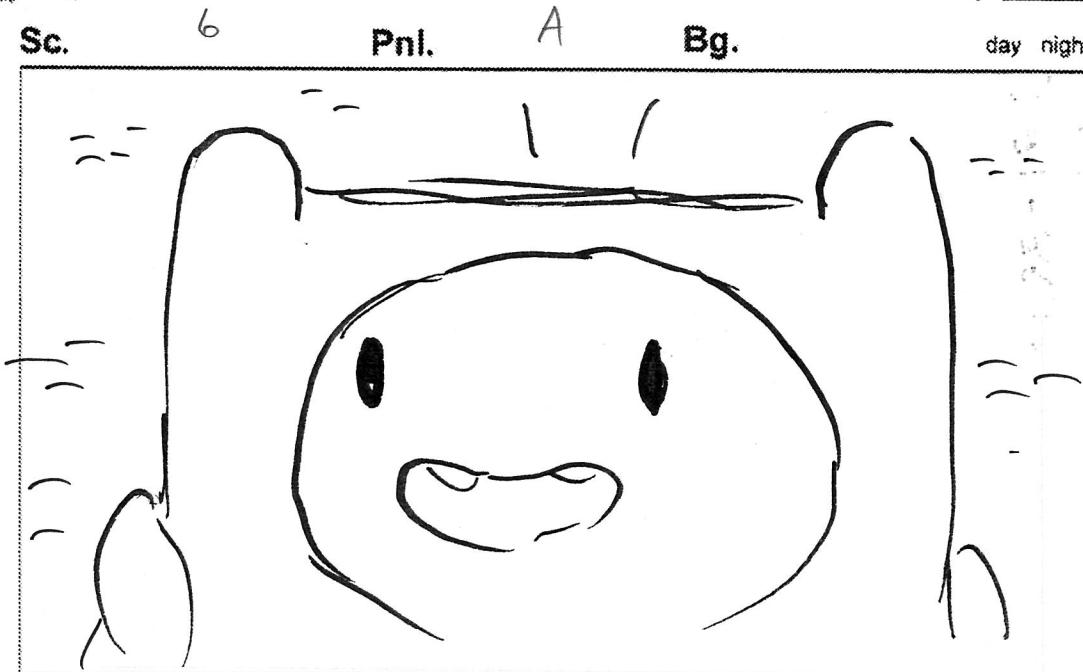
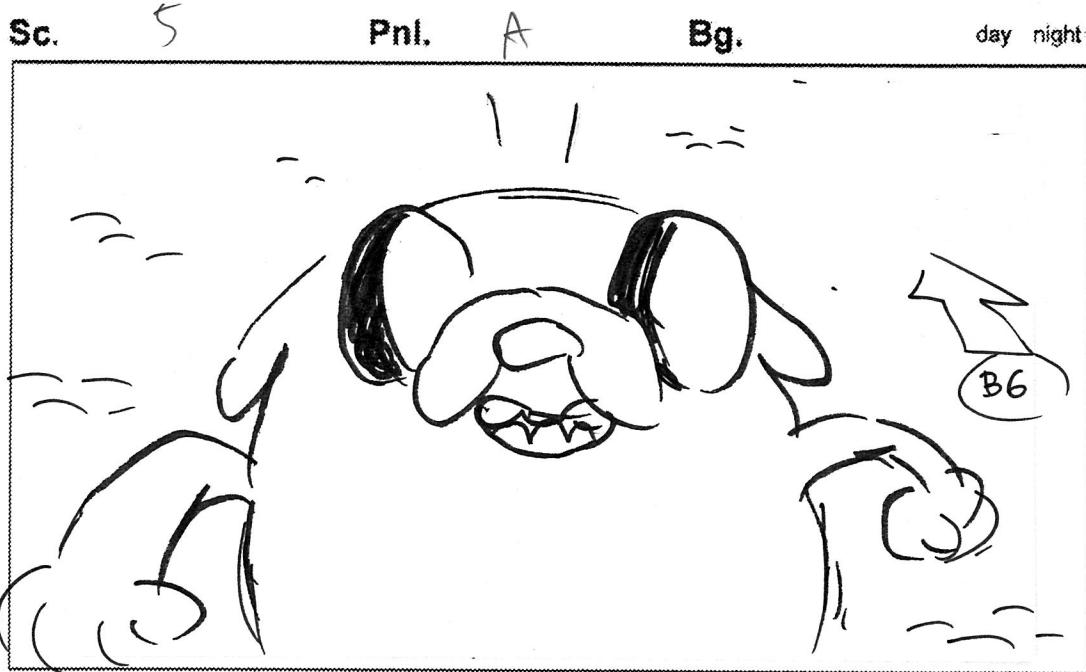
Production:

1025-193

ADVENTURE TIME



Page 6



Dialog:
OVERCUT
(J:) I need some SLEEP!
(F:) I'm gonna play some BattleWars →

Action:

Timing:

(F) → with Neptr on BMO for an hour -

Production:

1025-193

EPISODE #

ADVENTURE TIME



Page 7

Sc.

7

Pnl.

A

Bg.

day night

Sc.

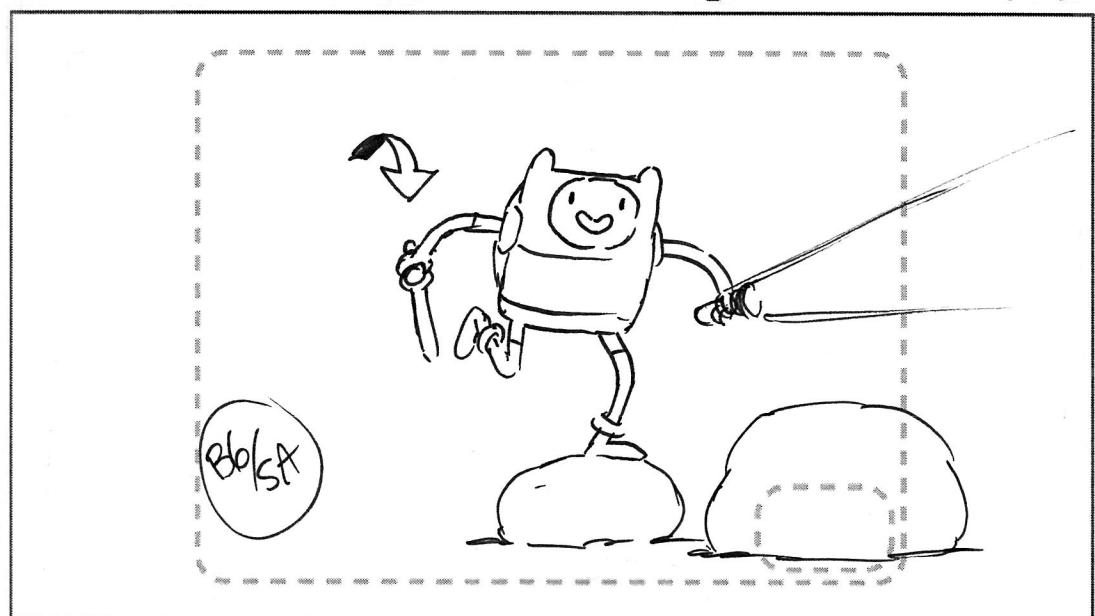
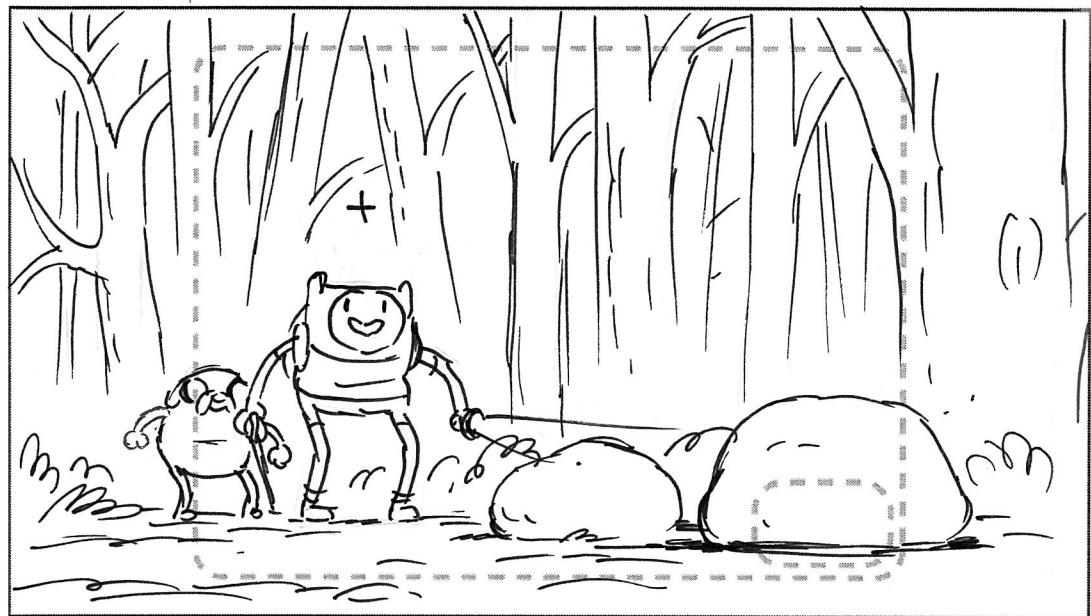
7

Pnl.

B

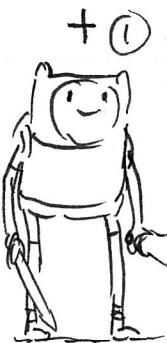
Bg.

day night



Dialog: (F) → then work on that flyer for PB's laser recital, →

Action:



Timing:

- Finn hops happily from stone to stone.

EPISODE # 1025 - 193

Production :

ADVENTURE TIME



Page 8

Sc.

7

Pnl.

C

Bg.

day night

Sc.

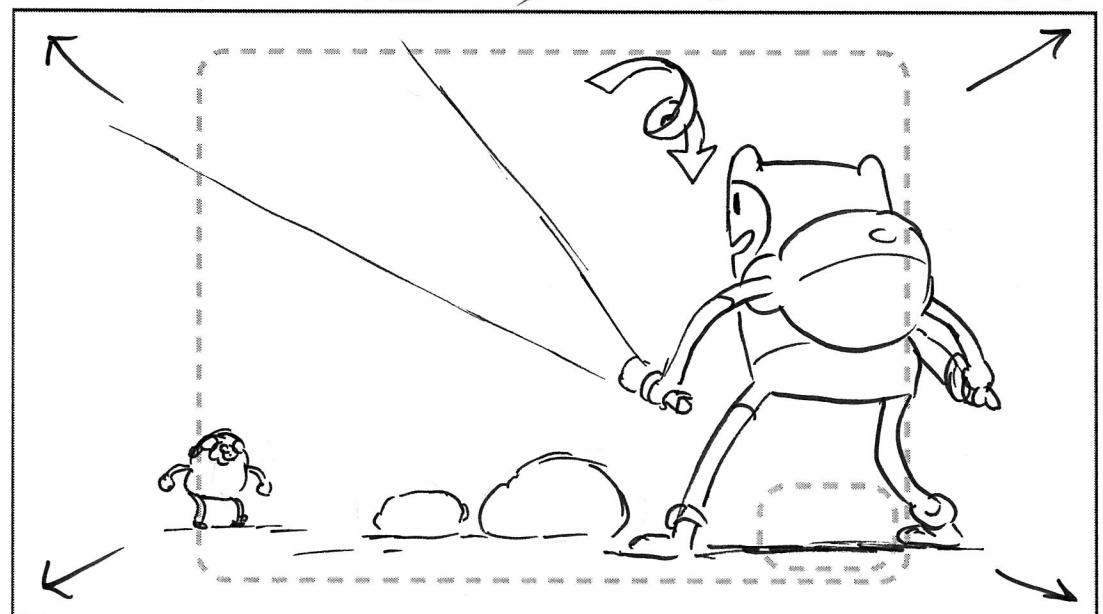
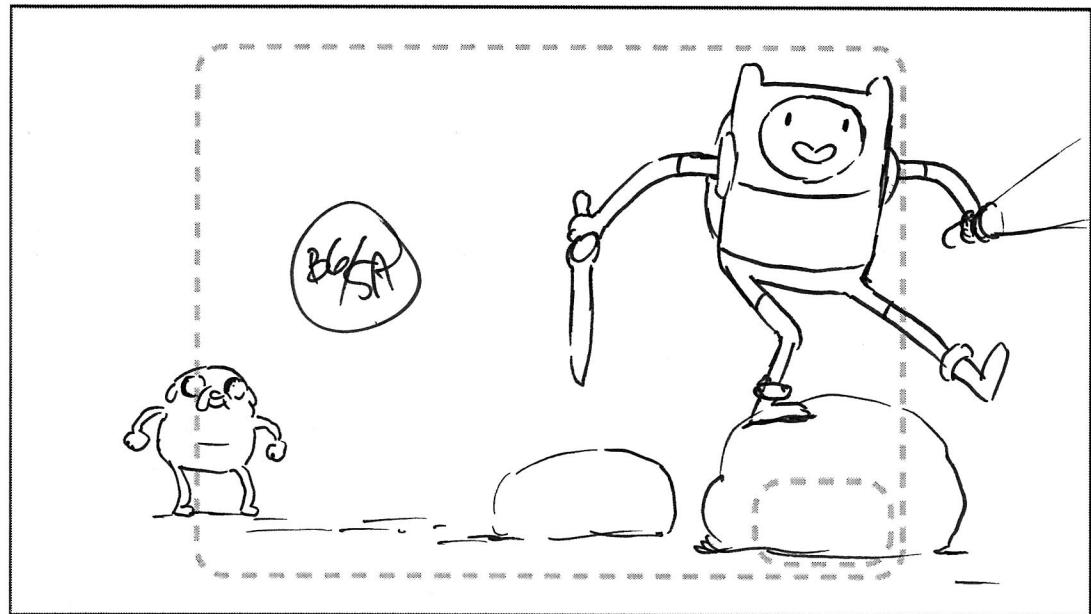
7

Pnl.

D

Bg.

day night



Dialog:	(F:) → and catch up on my correspondence with my penpal Danny Gladiolas, →	(F:) → from over in Maryville .
Action:	- Finn spins while jumping down from rock .	
Timing:		

EPISODE #

1025-193

Production :

ADVENTURE TIME



Page 9

Sc.

8

Pnl.

A

Bg.

day night



Sc.

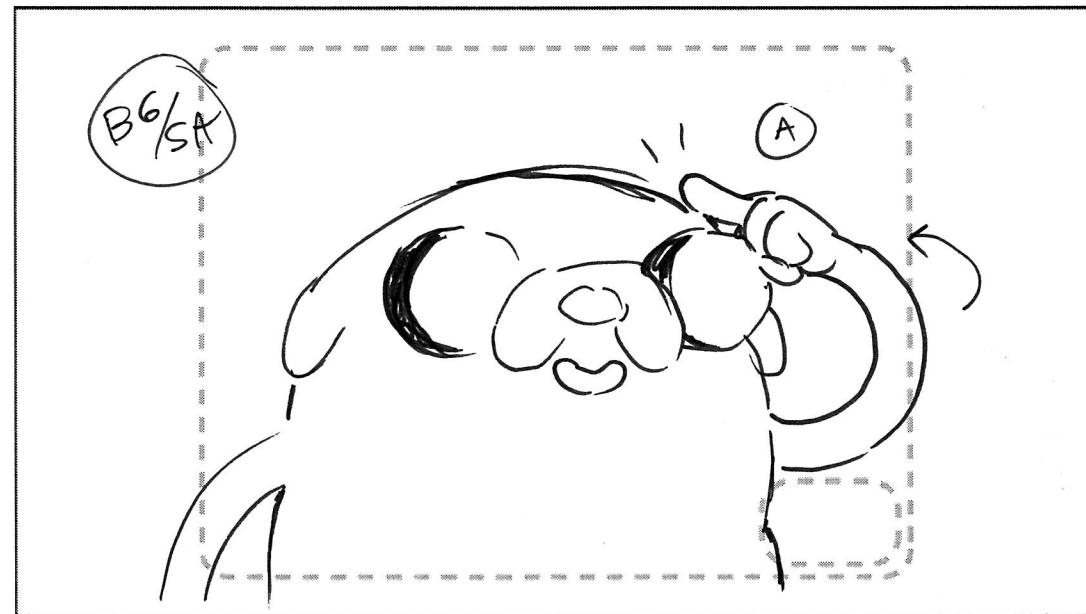
8

Pnl.

B

Bg.

day night



Dialog:

J: Great minds .

Action:

A B A



Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 10

Sc.

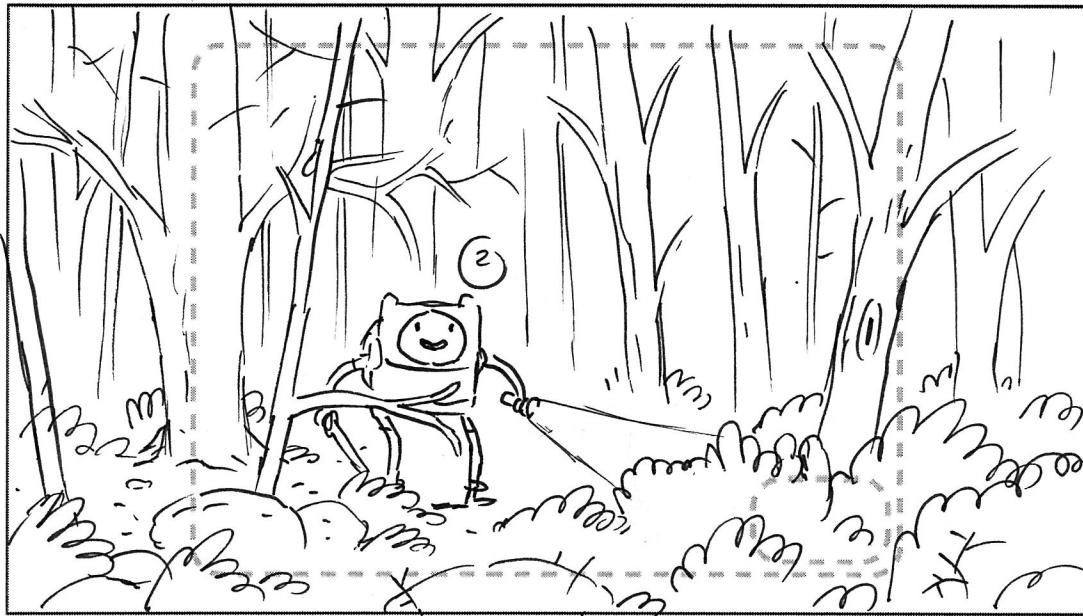
9

Pnl.

A

Bg.

day night



Sc.

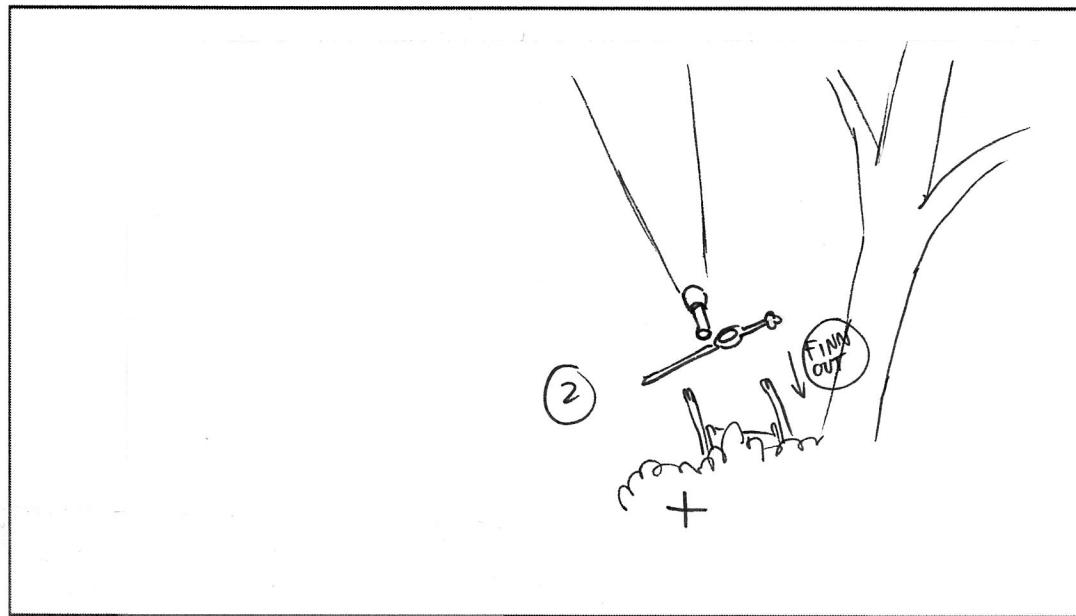
9

Pnl.

B

Bg.

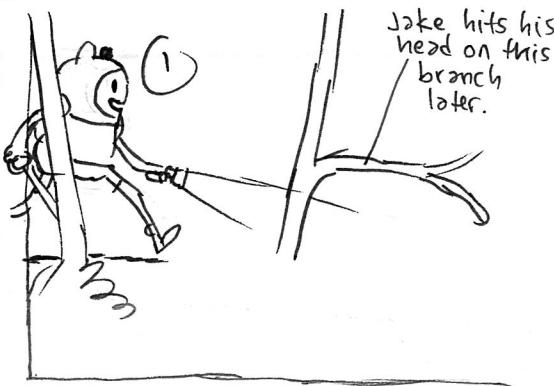
day night



Dialog: (F:) ① And then ② next what I'm
gonna do →

(F) → is I'm gonna * WHOOP! *

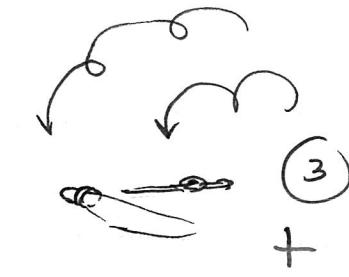
Action:



Timing:

- Finn falls
down in
unseen hole

(hole should be
hidden behind
foliage.)



EPISODE #

1025-193

Production :

ADVENTURE TIME



Page 11

Sc.

Pnl.

Bg.

day night

Sc.

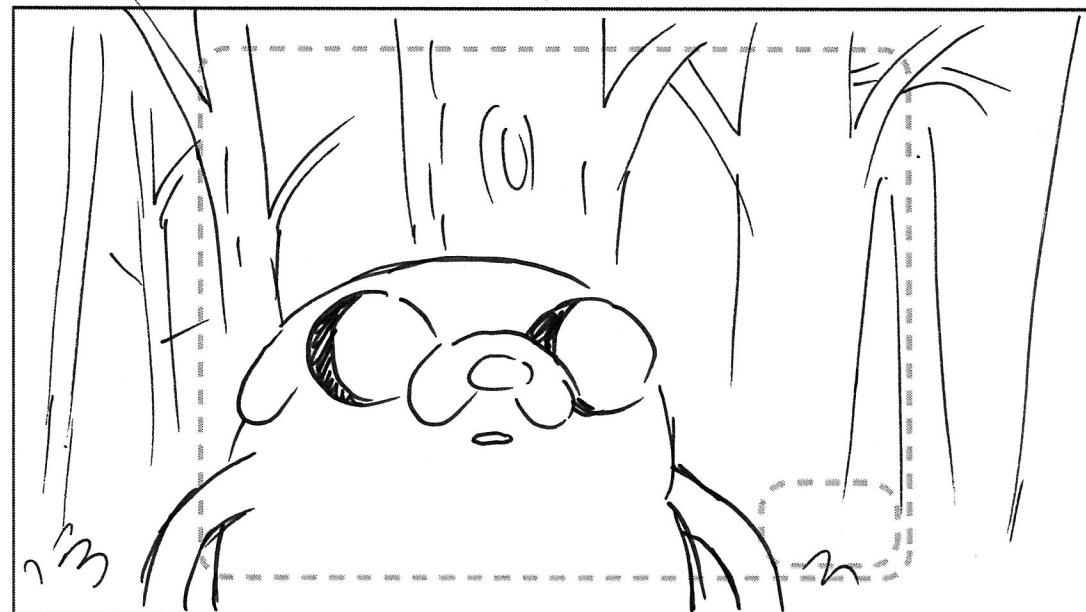
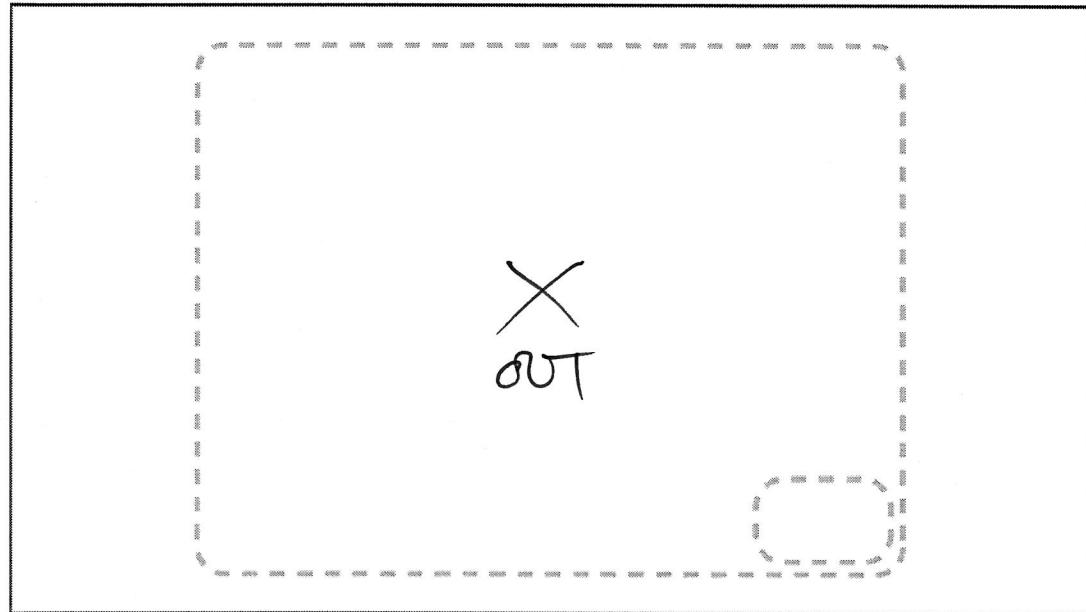
10

Pnl.

A

Bg.

day night



Dialog:

(J:) Finn?

Action:

Timing:

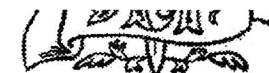
EPISODE #

Production :

1025-193

Sc. 10 Pnl. B Bg.

day night

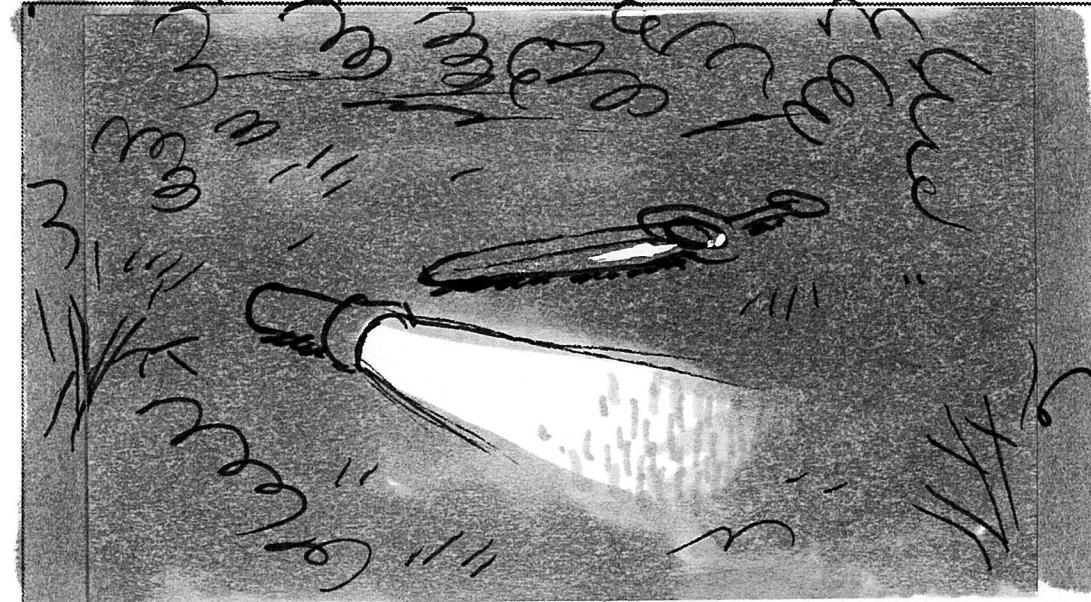


Page 12



Sc. 11 Pnl. A Bg.

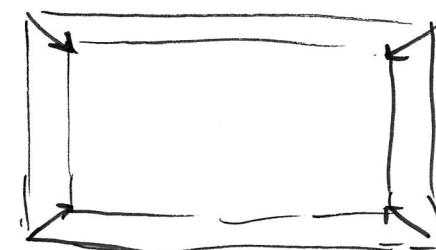
day night



Dialog:

Action: - Jake examines the spot where Finn disappeared.

Timing:



Truck in?

EPISODE #

1025-193

Production :

ADVENTURE TIME



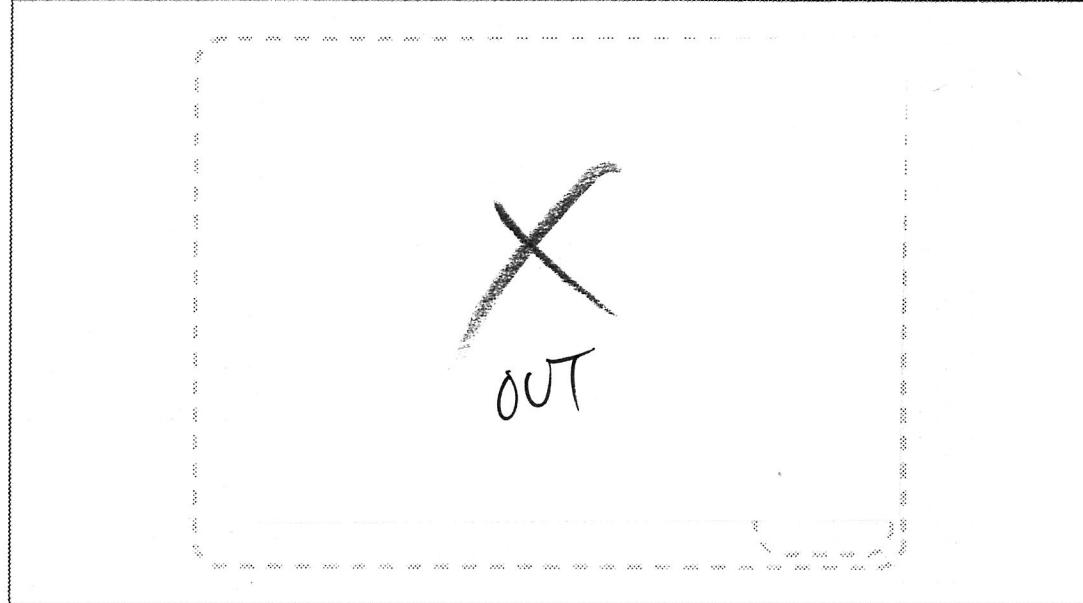
Page 13

Sc.

Pnl.

Bg.

day night



Sc.

12

Pnl.

A

Bg.

day night



Dialog:

(J) FINN!

Action:

Timing:

Production :

1025-193

ADVENTURE TIME



Page 14

Sc.

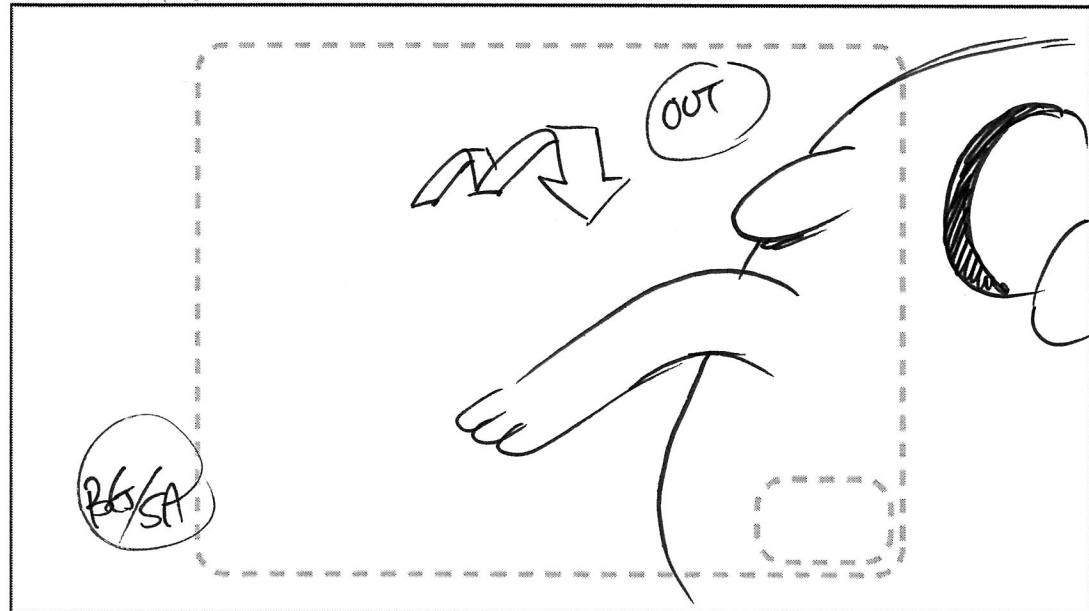
12

Pnl.

B

Bg.

day night



Sc.

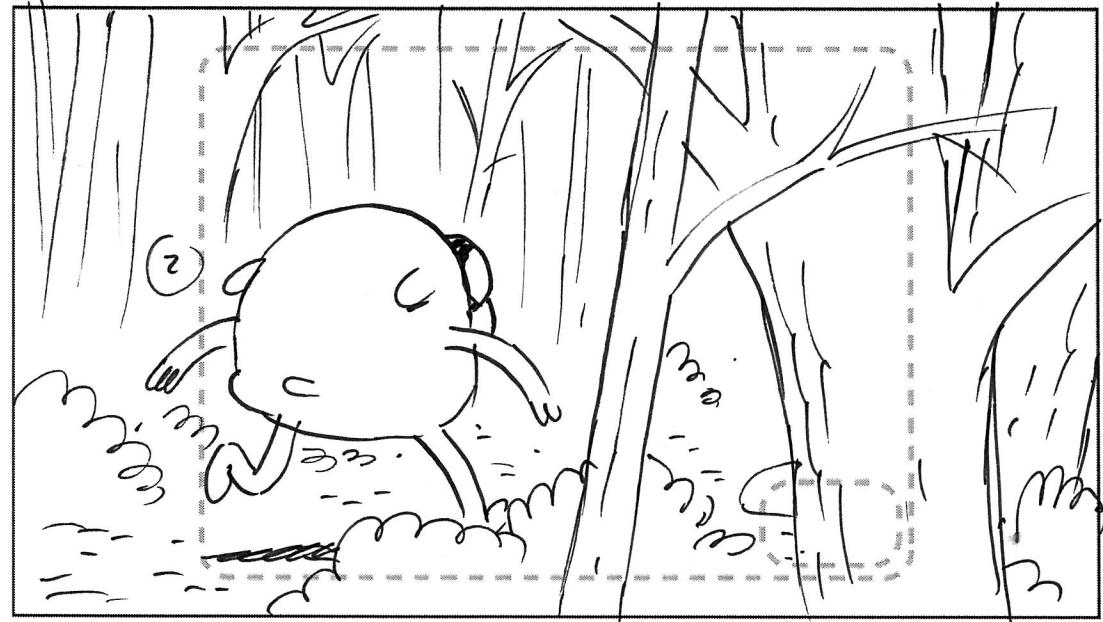
13

Pnl.

A

Bg.

day night



Dialog:

(J) * huff puff running sounds *

Action:

- Jake runs off screen

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



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Sc.

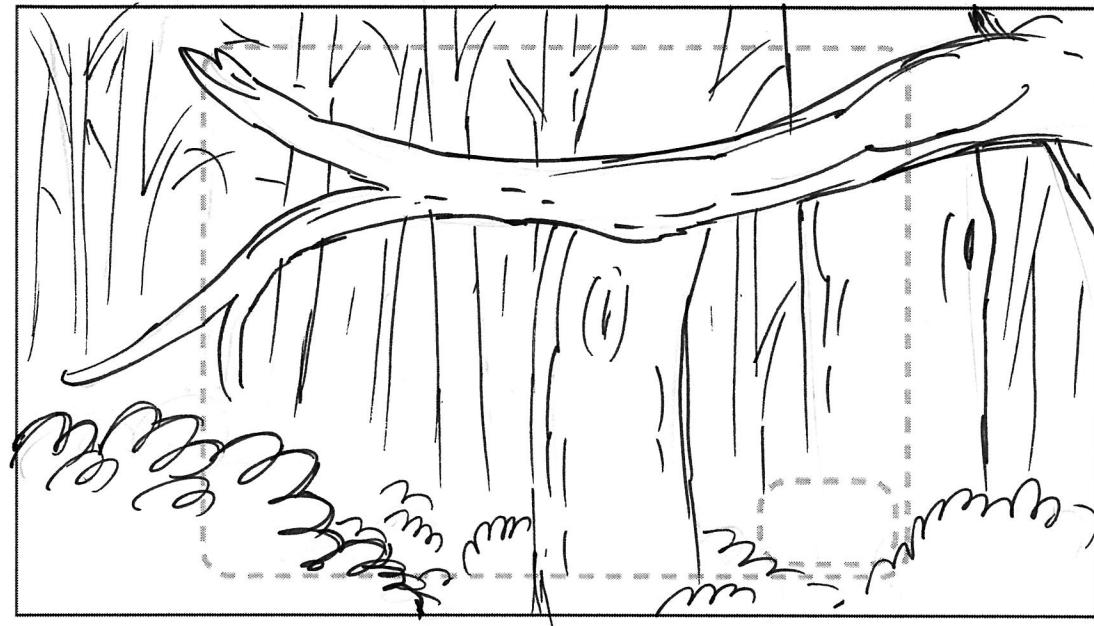
14

Pnl.

A

Bg.

day night



Sc.

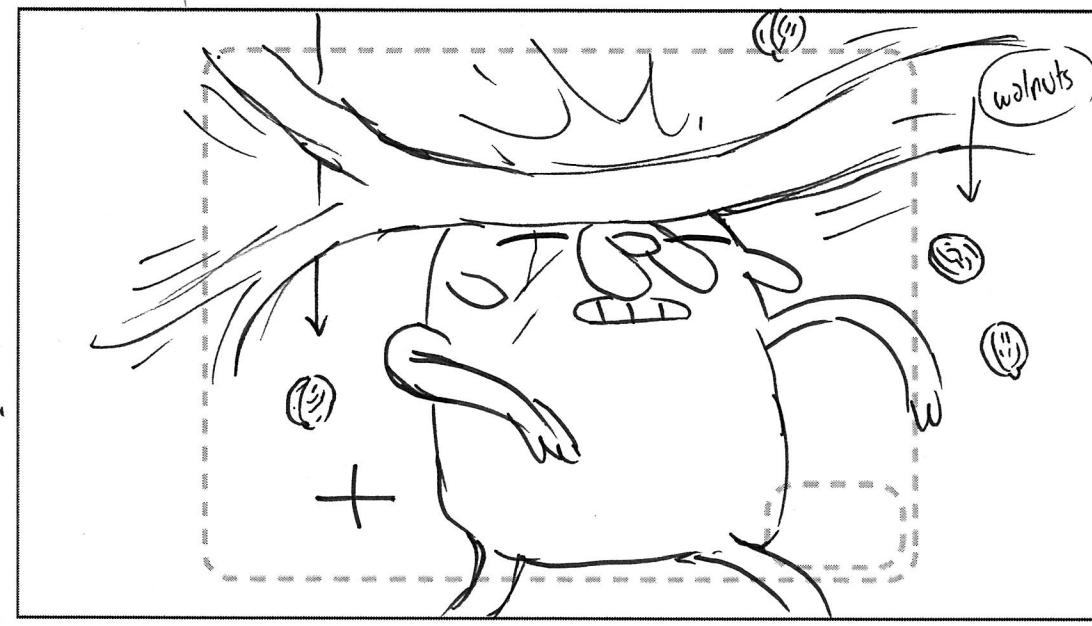
14

Pnl.

B

Bg.

day night



Page 15

Dialog:

(J:) Fi - *CRACK!*

Action:



Timing:

- Jake hits his head
on a branch it was
too dark to see.

- The impact knocks
walnuts from the
tree.

EPISODE #

Production :

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ADVENTURE TIME



Page 16

Sc.

14

Pnl.

C

Bg.

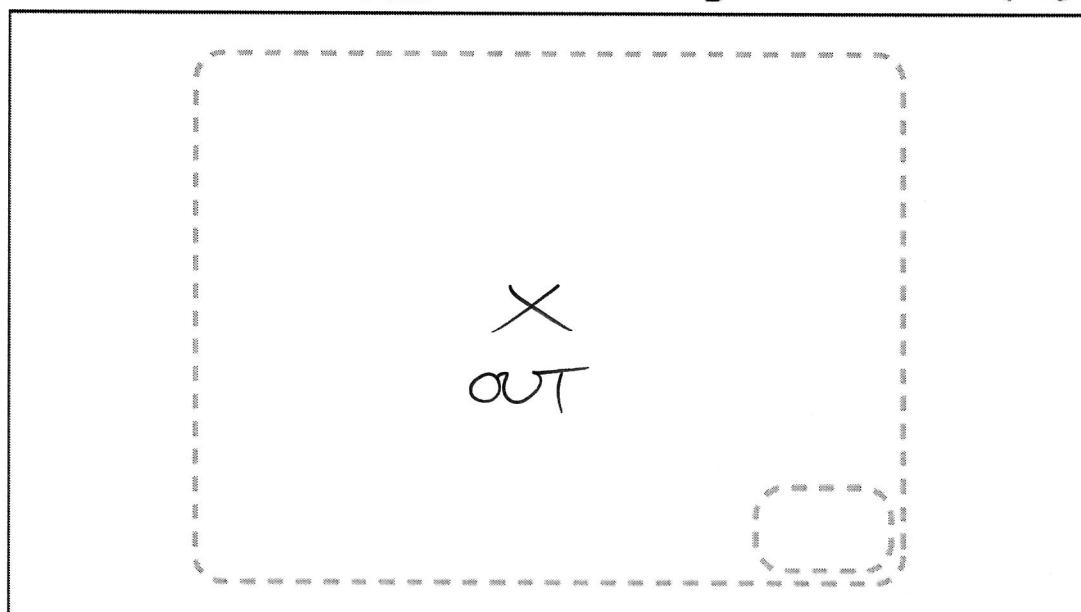
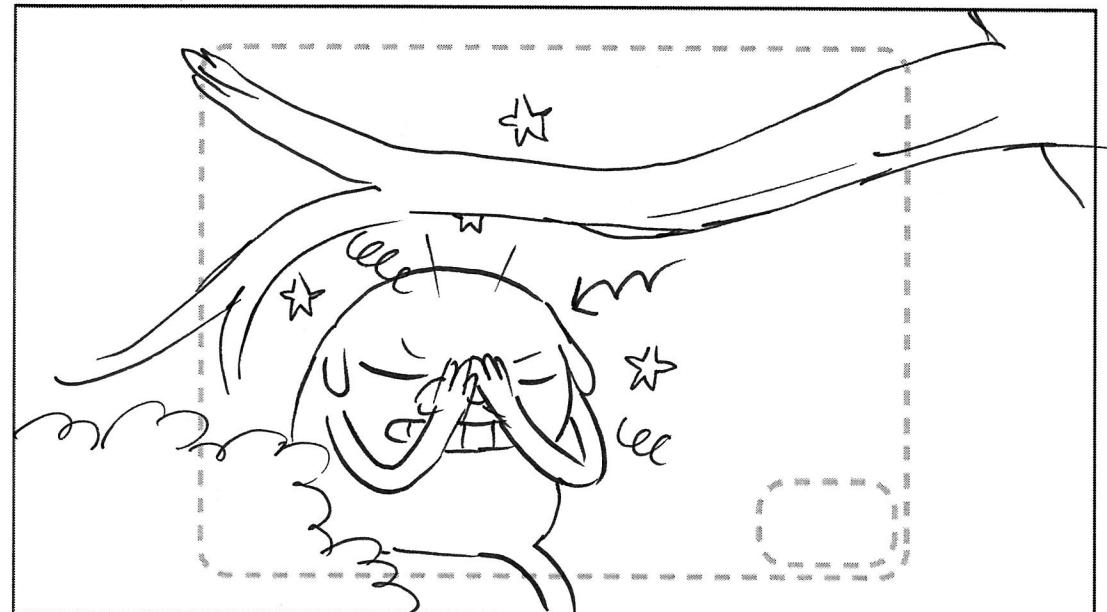
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

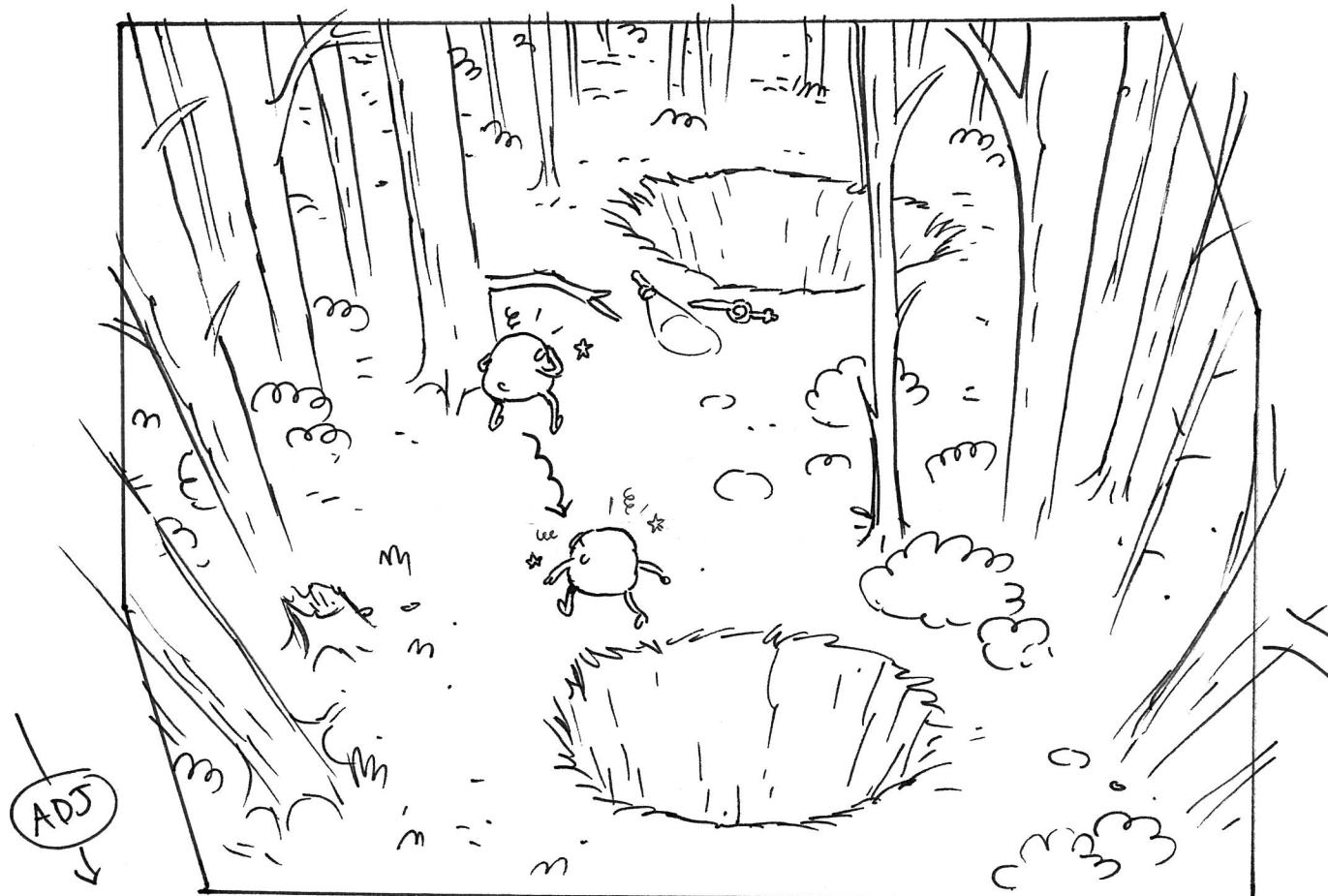
- Jake reels back in pain

Timing:

EPISODE #

Production :

1025-193

Sc. 15Pnl. A

DIALOG:

(J:) *woozy sounding*
(losing consciousness)

- Jake stumbles backward dizzily, losing consciousness.



Jake sways
with each step

ADVENTURE TIME



Sc.

15

Pnl.

B

Bg.

day night

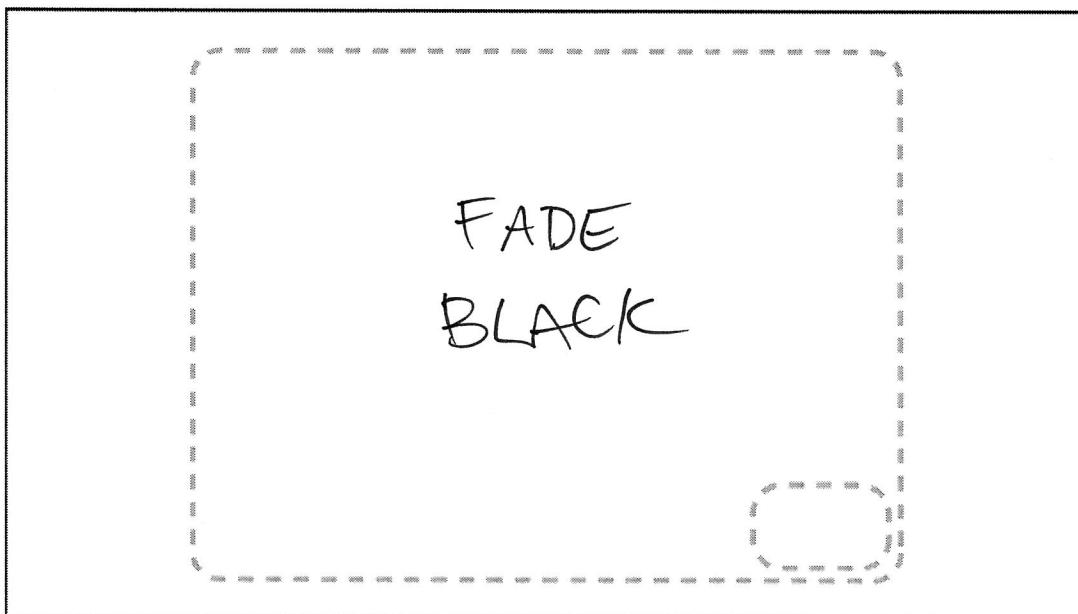
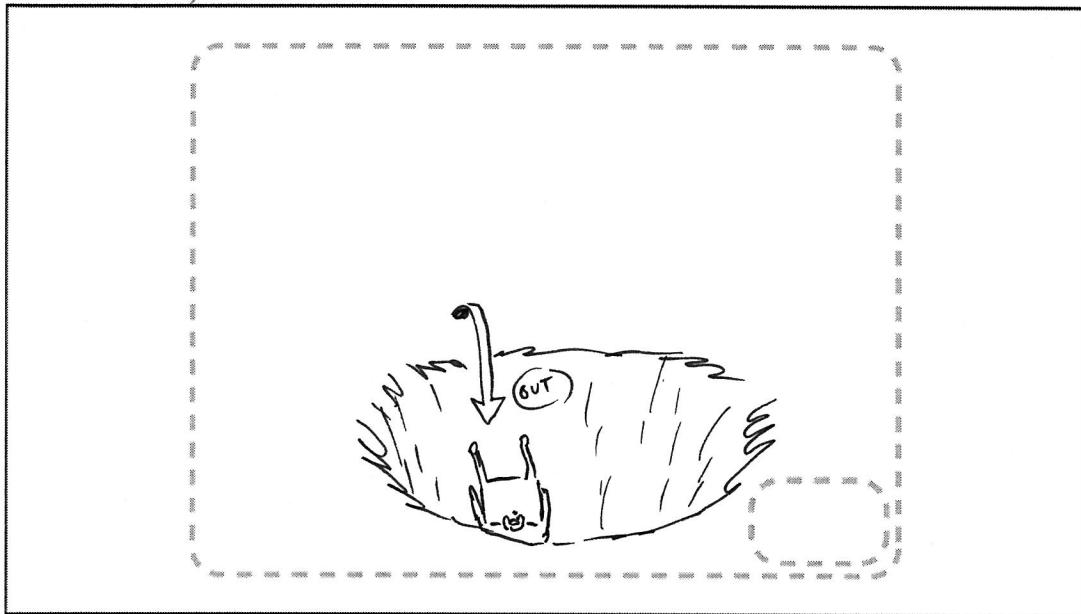
Sc.

Pnl.

Bg.

day night

Page 18



Dialog:

(J:) * fainting noise *

Action:

- Jake loses consciousness and falls into the hole.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 19

Sc.

16

Pnl.

A

Bg.

day night

Sc.

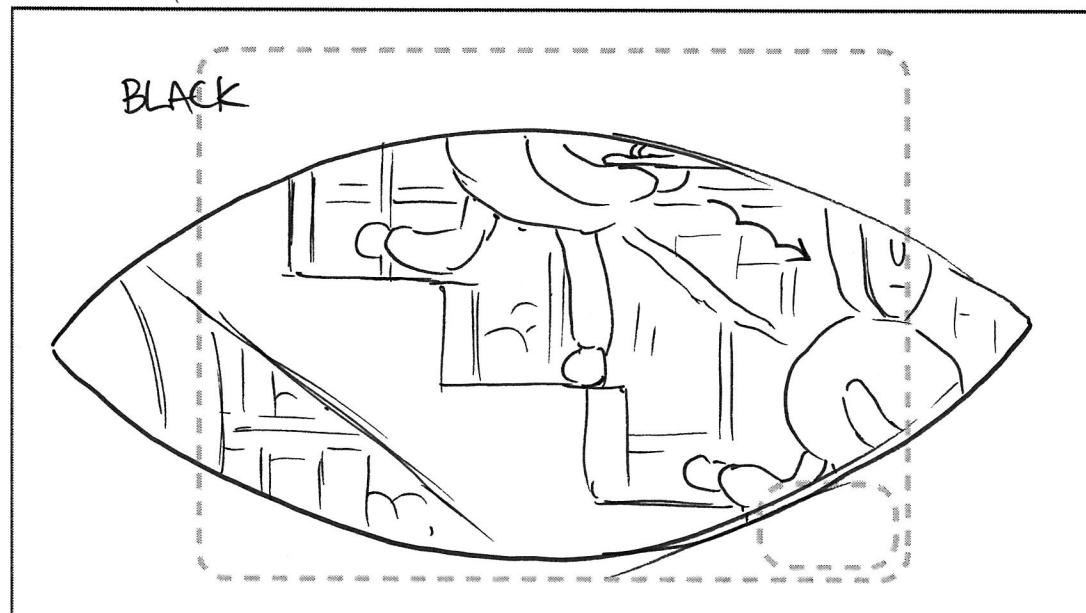
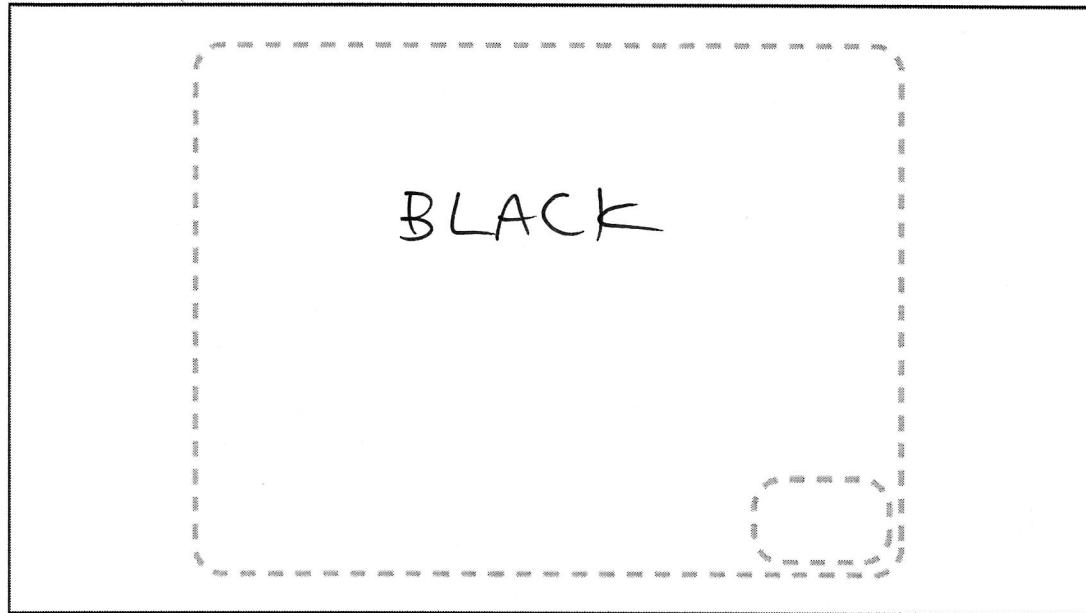
16

Pnl.

B

Bg.

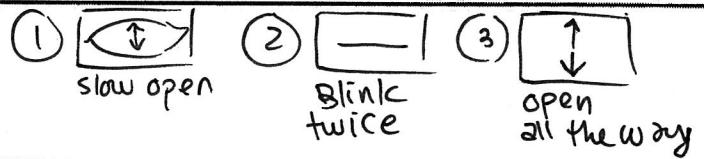
day night



Dialog:

SFX: * creak creak creak creak →
(stairway descending)

Action:



Timing:



maybe image is a little blurry when eye first opens, then comes
into focus?

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 20

Sc.

16

Pnl.

C

Bg.

day night

Sc.

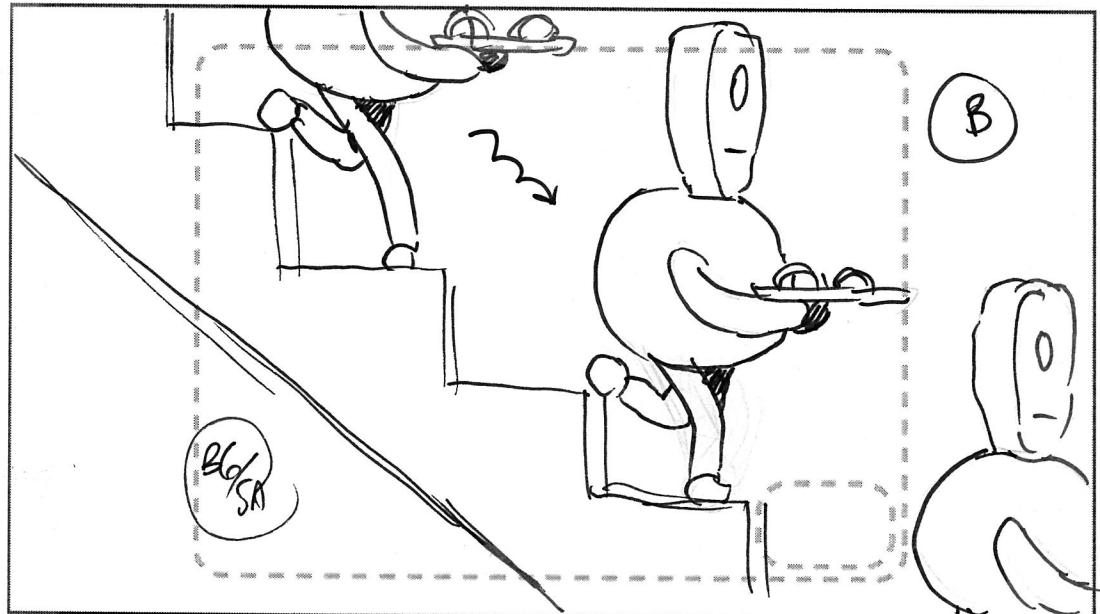
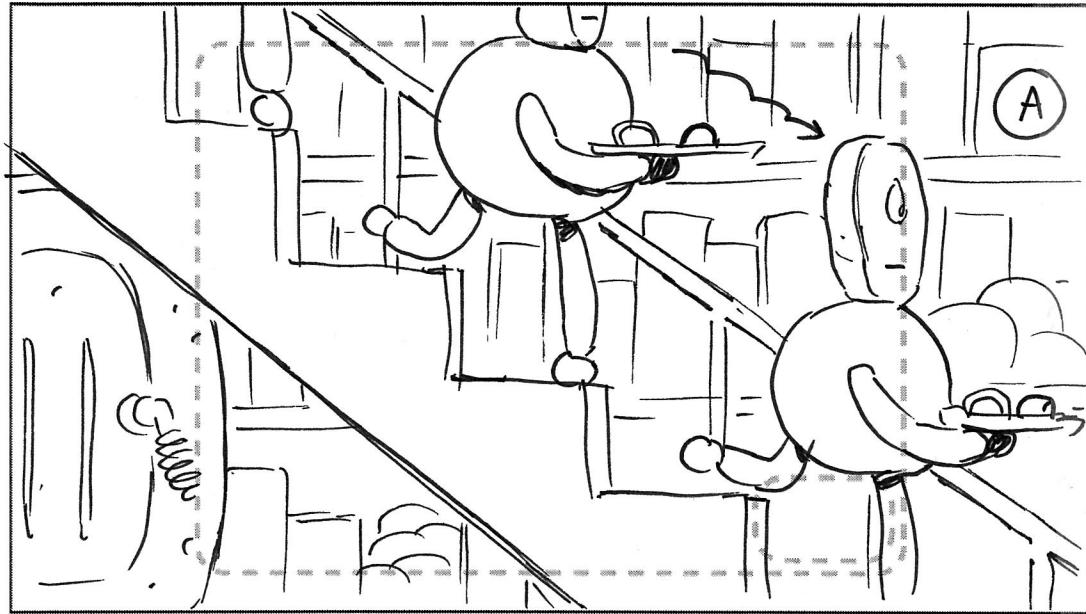
16

Pnl.

D

Bg.

day night



Dialog:

(SFX:) → * creak creak creak →

Action:

- Food men with empty trays descend stairs in a continuous loop.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 21

Sc.

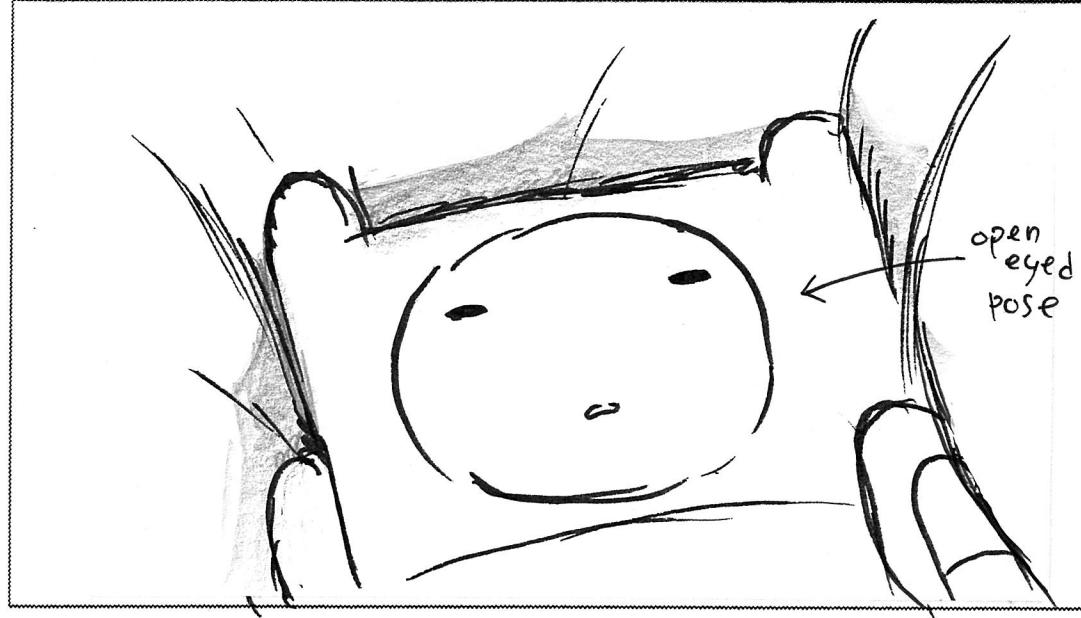
17

Pnl.

A

Bg.

day night



Sc.

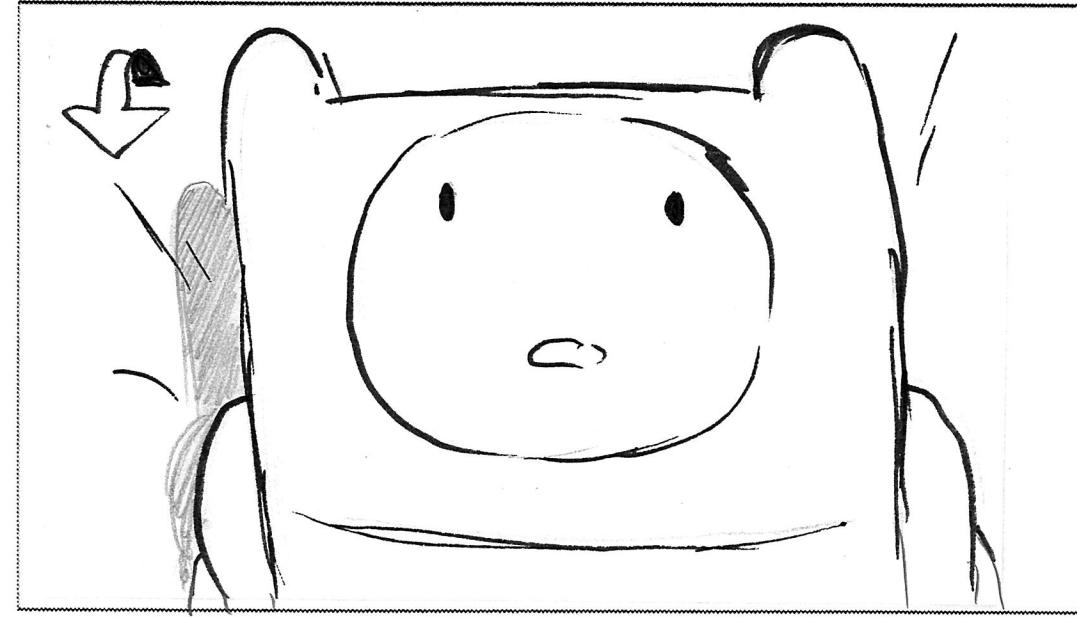
17

Pnl.

B

Bg.

day night

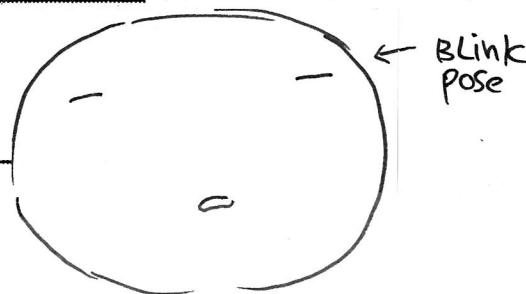


Dialog:

* BLINK BLINK *

(F:) (to self) what the...?

Action:



← Blink pose

- Finn regains consciousness

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 22

Sc.

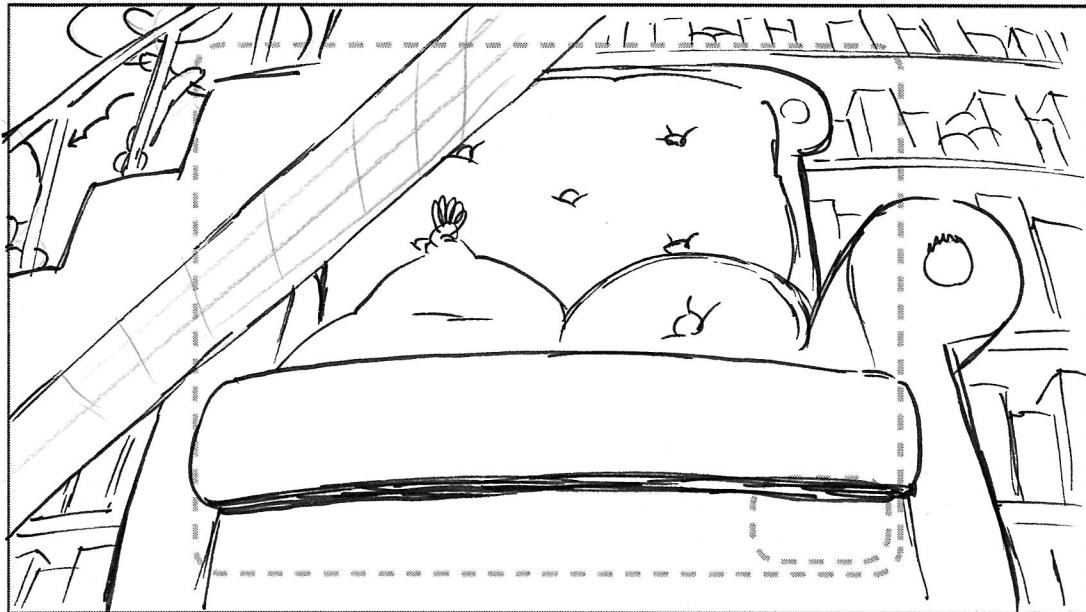
18

Pnl.

A

Bg.

day night



Sc.

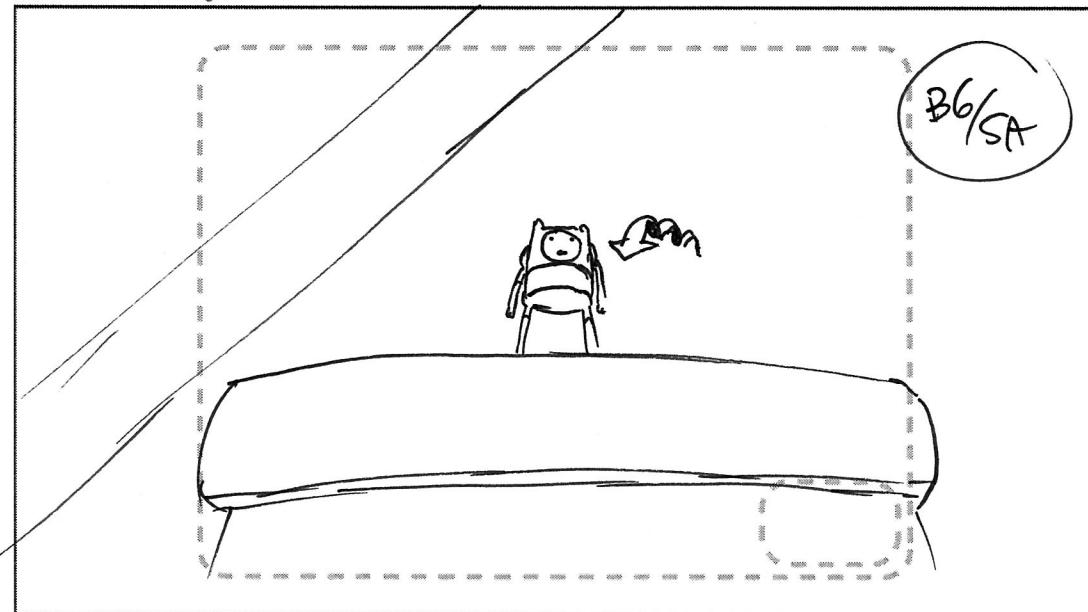
18

Pnl.

B

Bg.

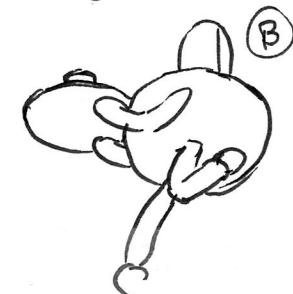
day night



Dialog:



Action:



Timing:

- Finn, in awe, walks to edge of seat.



EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 23

Sc.

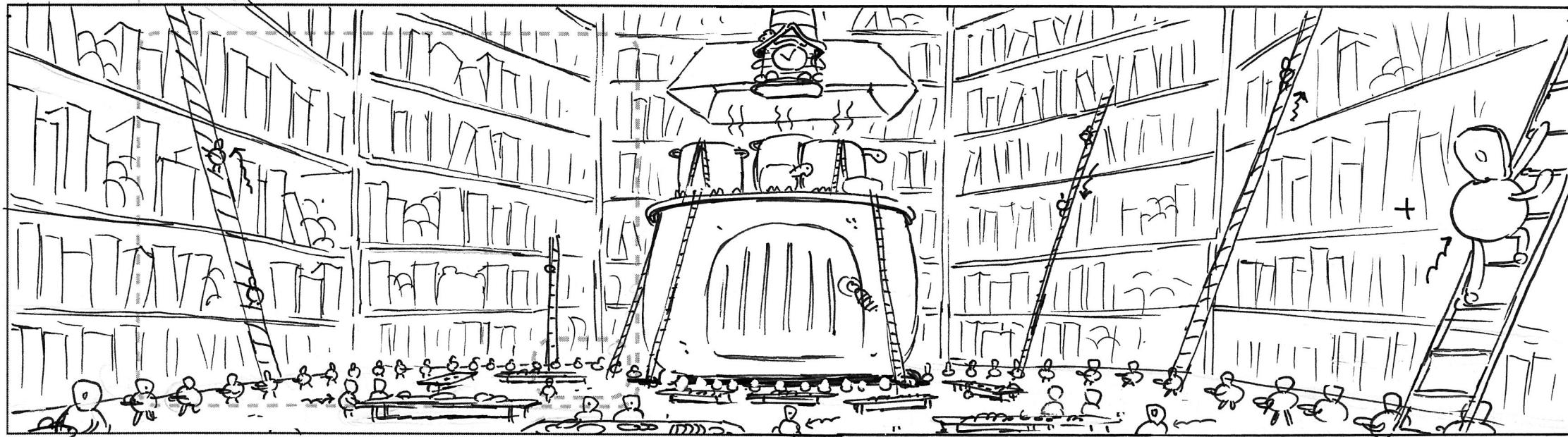
19

Pnl.

A

Bg.

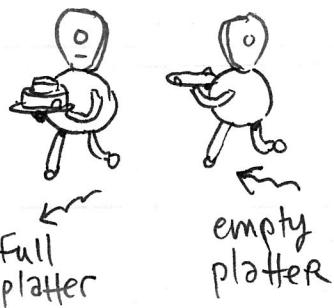
day night



Dialog:

← (ADJ) → START

Action:



Timing:

(1) CLOCK: 10:05

- Parade of food boys march to stove to pick up food
- Fof boys climb up & down ladders
- FX heat shimmer flows into vent hood.

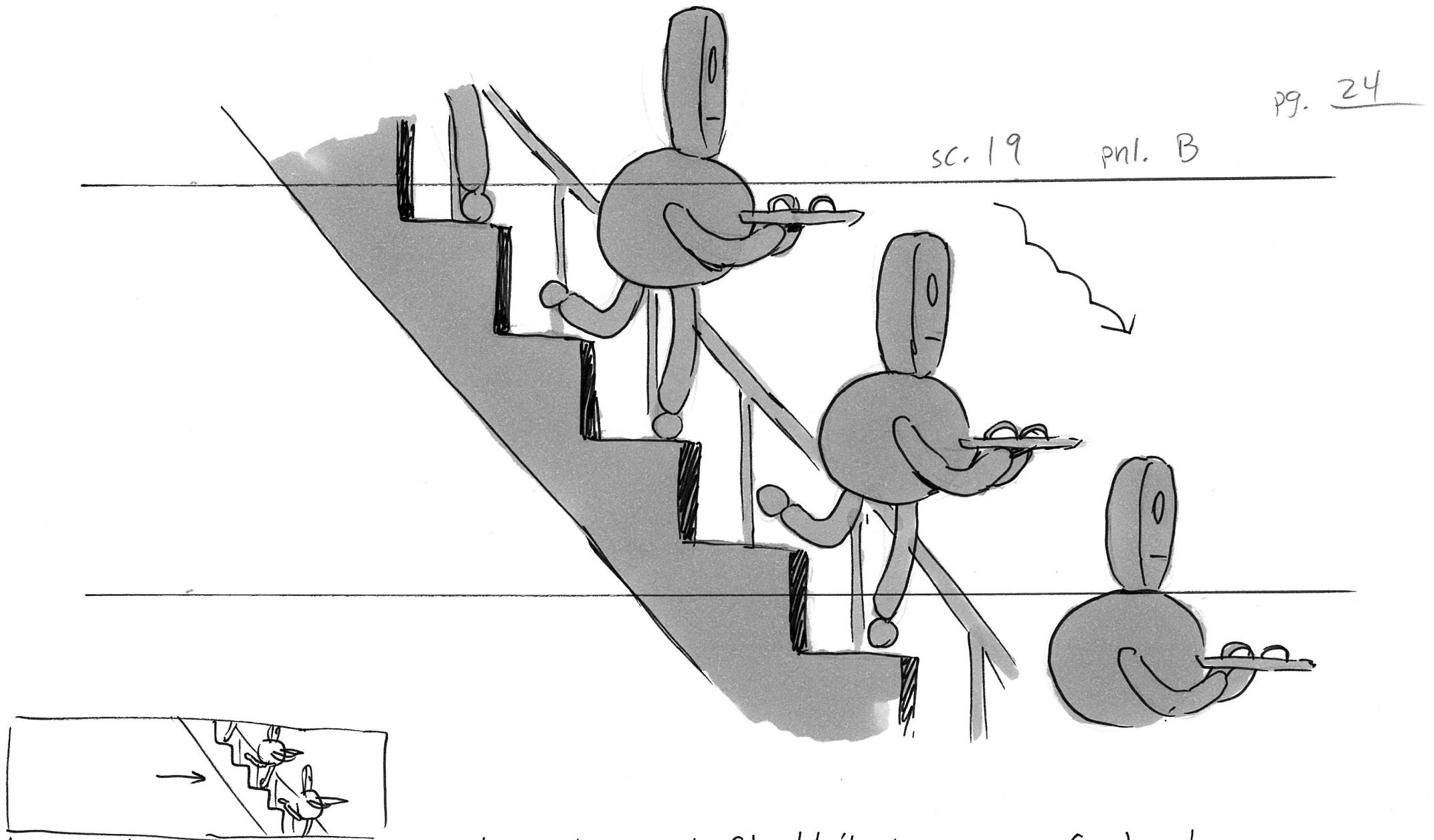


EPISODE #

Production :

1025-193

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foreground element pans at approx. double bg. speed. Shouldn't obscure oven for too long.

ADVENTURE TIME



Page 25

Sc.

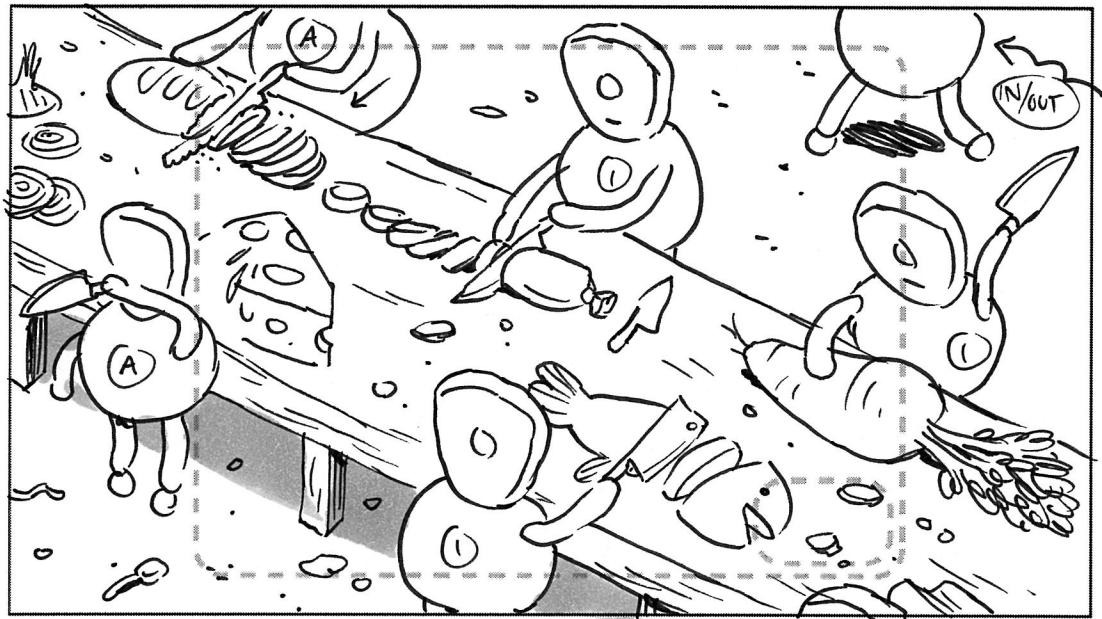
20

Pnl.

A

Bg.

day night

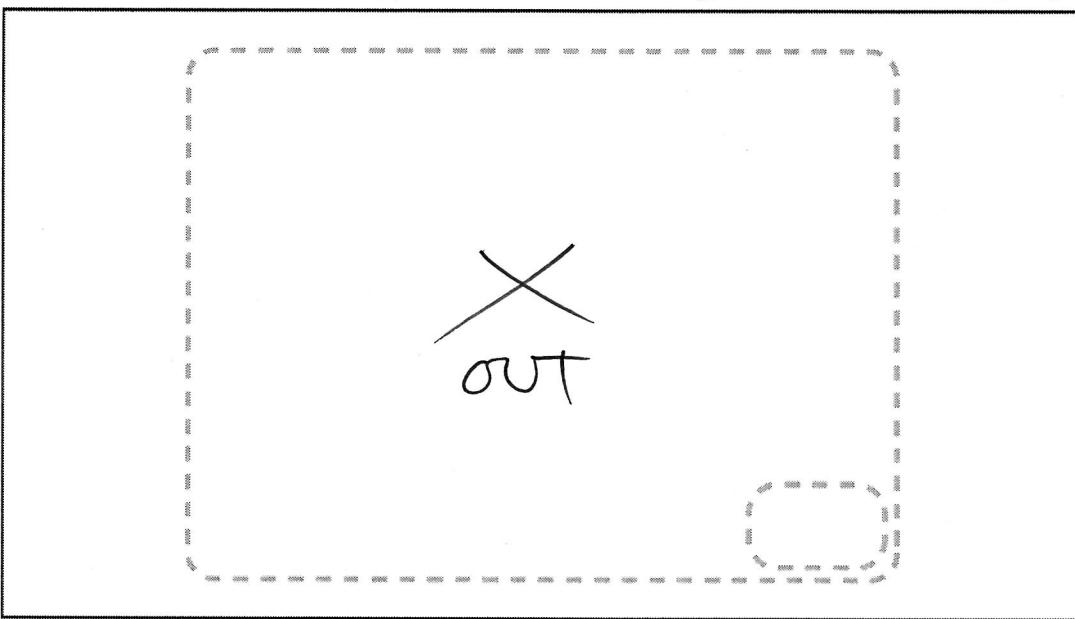


Sc.

Pnl.

Bg.

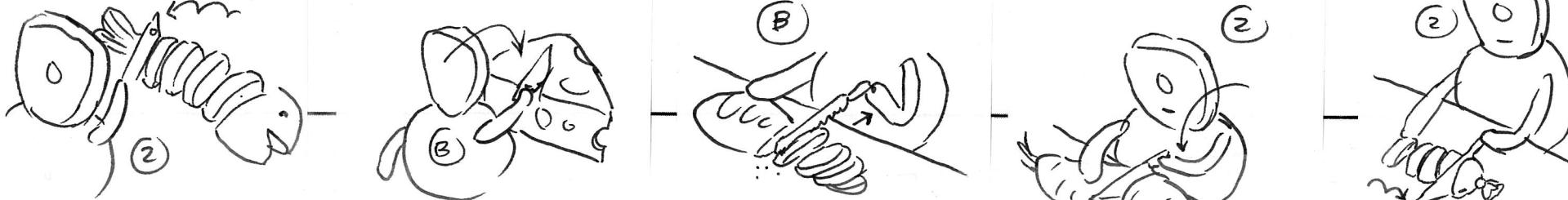
day night



Dialog:

- Food boyz chop and slice food.

Action:



Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 26

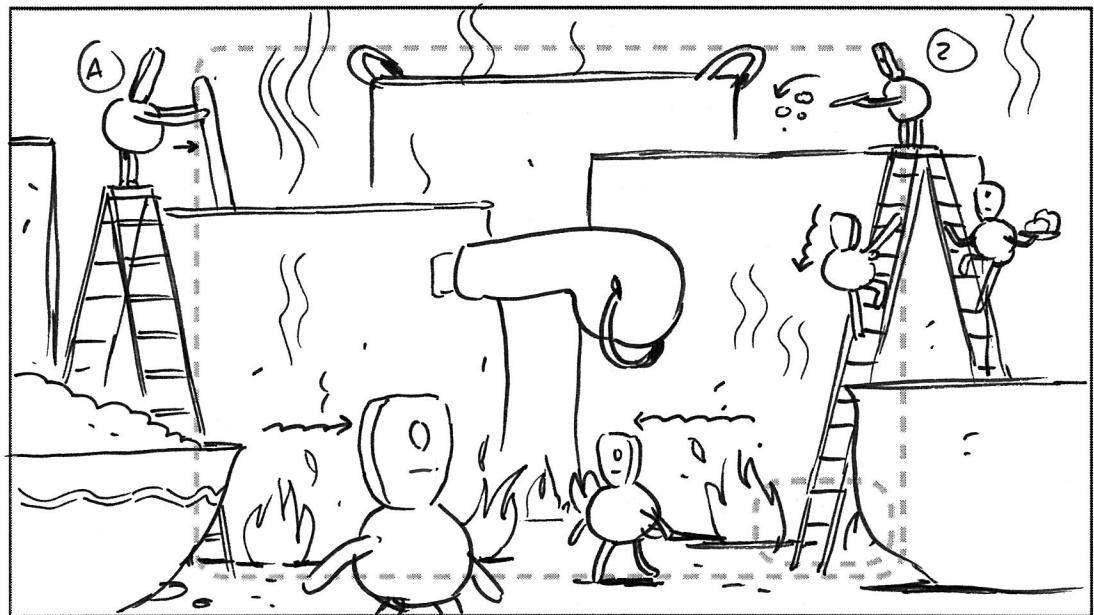
Sc.

21

Pnl. A

Bg.

day night

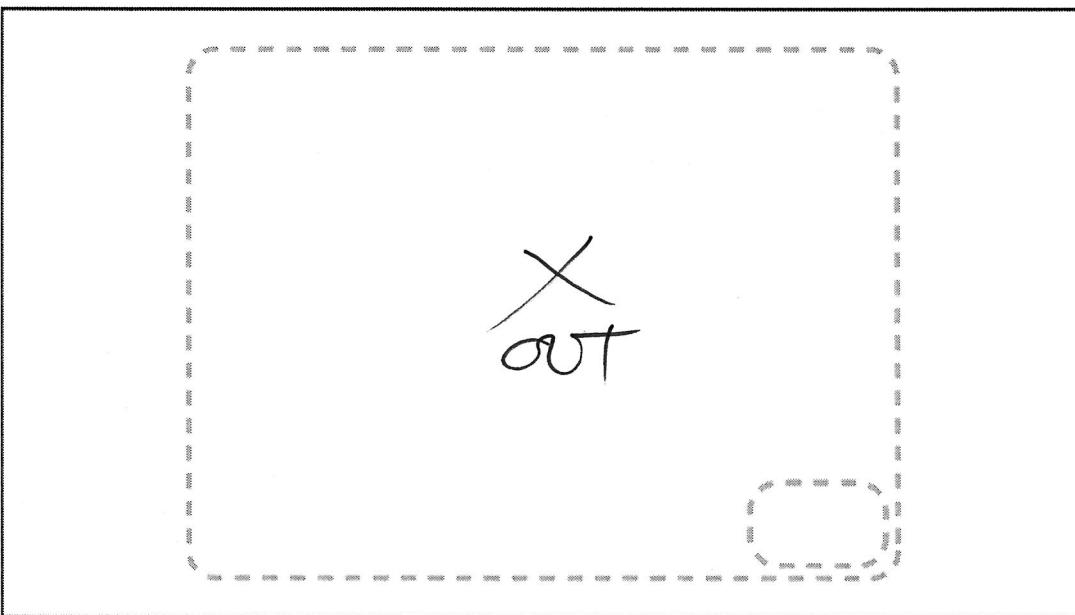


Sc.

Pnl.

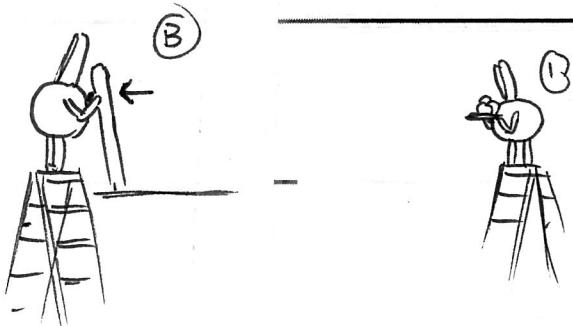
Bg.

day night



Dialog:

Action:



Timing:

sss FX HEAT SHIMMER
(not animated lines)

- Food boy stirs pot
- Food boy adds food to pot

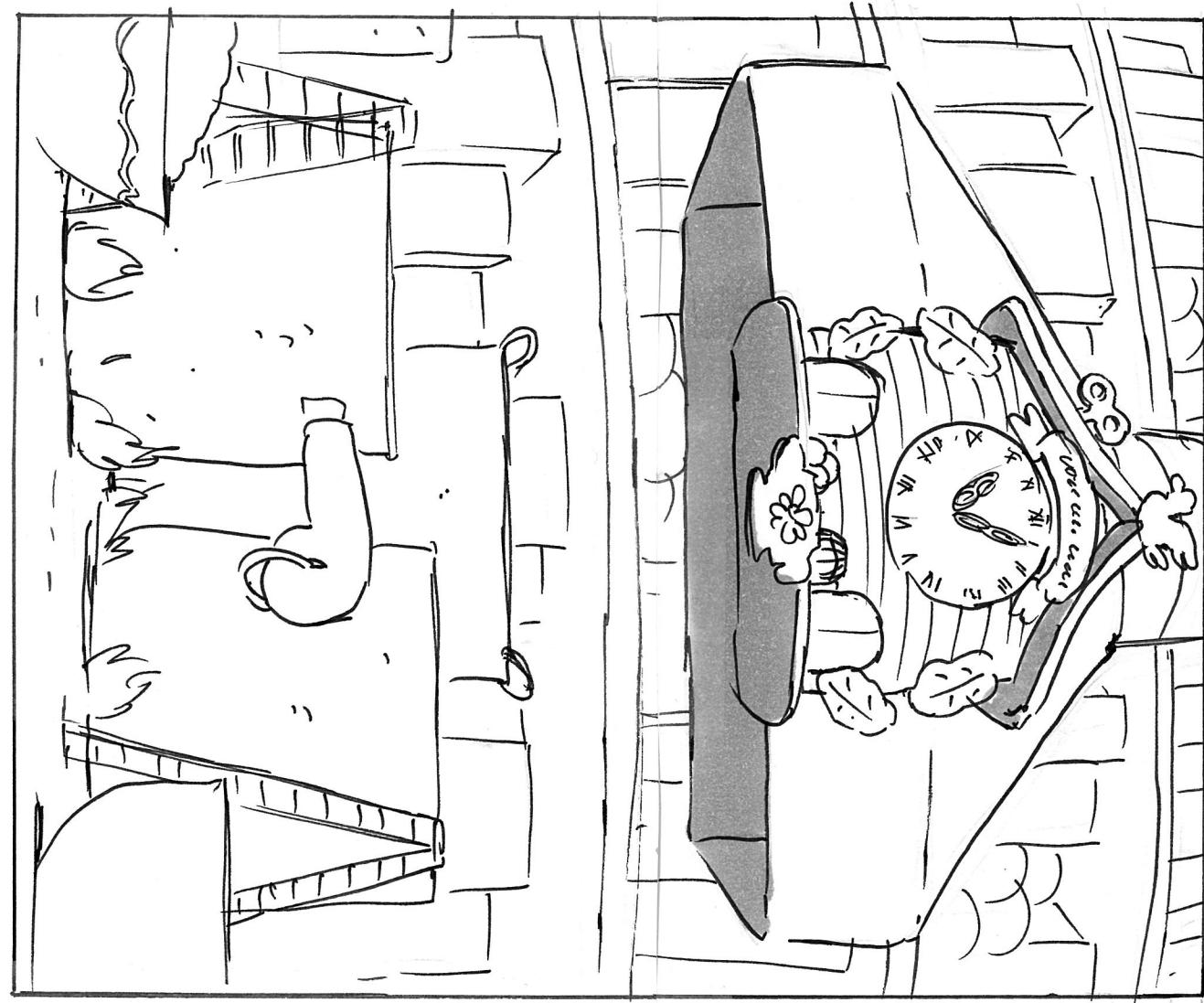
EPISODE #

Production :

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1025-193

pg. 27



⌚ Clock: 10:05

ADVENTURE TIME



Page 28

Sc.

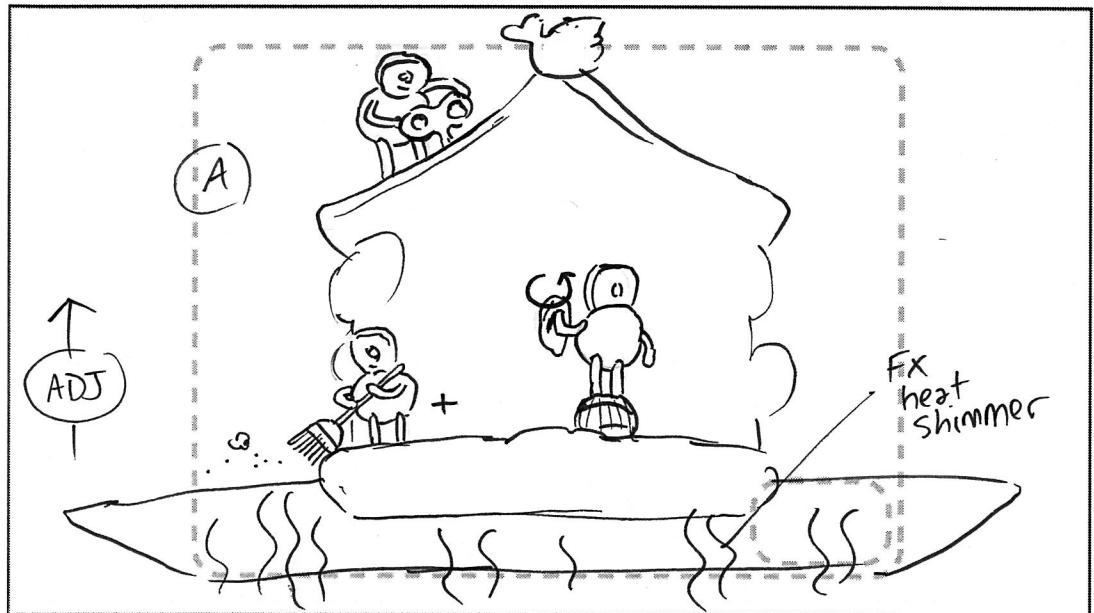
21

Pnl.

C

Bg.

day night



Sc.

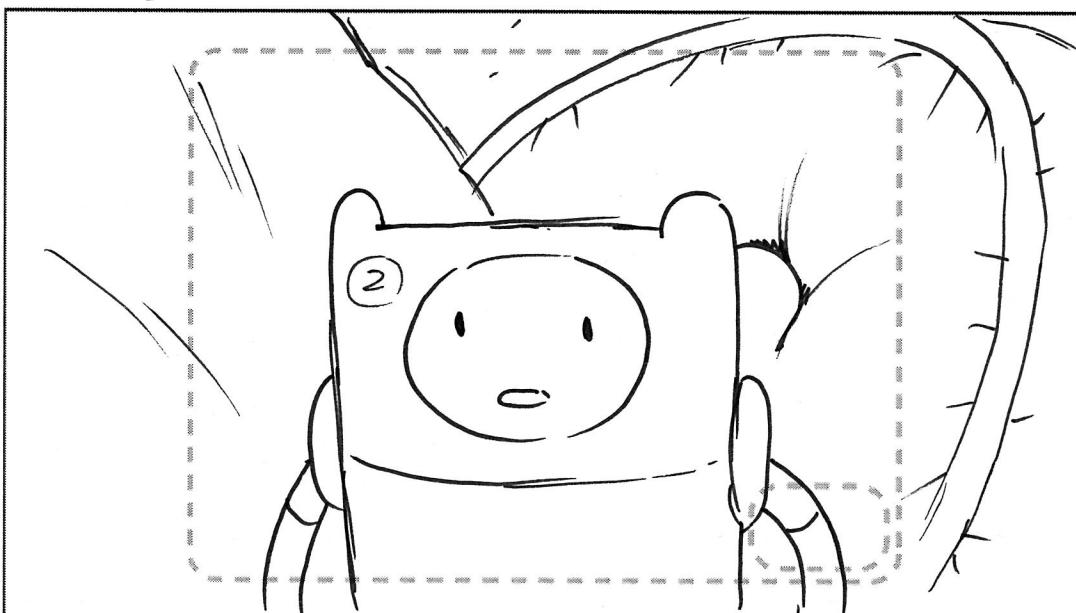
22

Pnl.

A

Bg.

day night

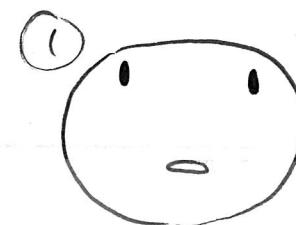
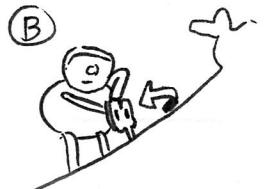
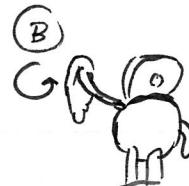


Dialog:

- Food boyz polish, sweep, wind clock .

(F): (1) What?
(2) Man, where's this supposed to be?

Action:



Timing:

EPISODE #

Production :

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ADVENTURE TIME



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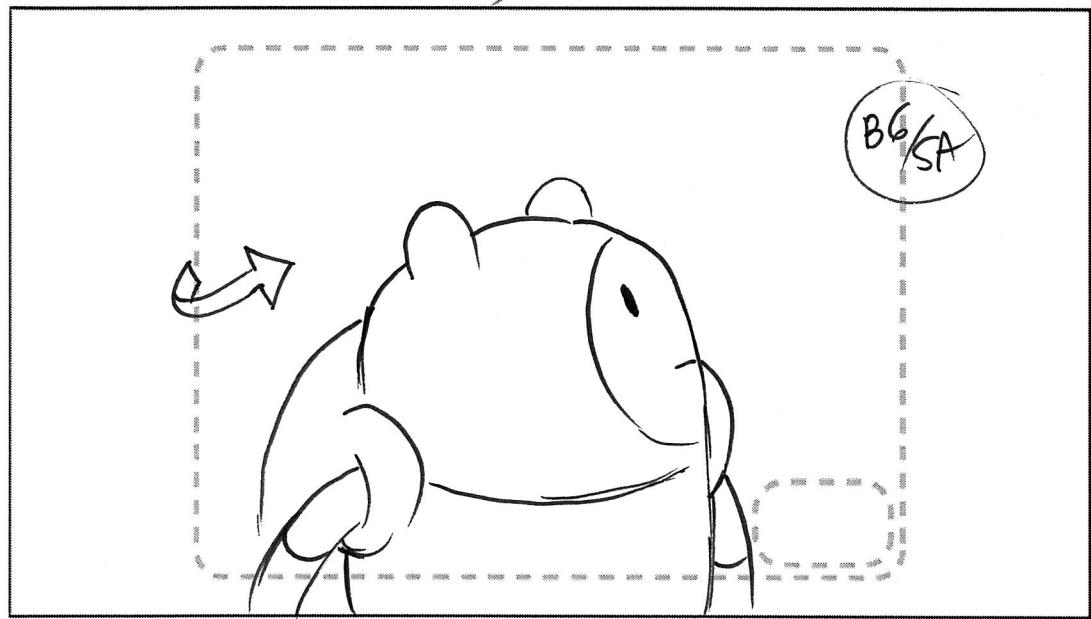
Sc.

22

Pnl. B

Bg.

day night



Sc.

23

Pnl. A

Bg.

day night



Dialog:

KING
HUGE OS. * chomp! chew
chew >
* chomp! chew
chew *

KH → * chomp, chew chew *
* chomp, chew chew *

Action:

Timing: - Finn hears chewing and turns toward King Hug.



- food boyz
toss food
into KH's
mouth, then
descend stairs
with
empty
trays.

EPISODE #

1025-193

Production :

ADVENTURE TIME



30

Page _____

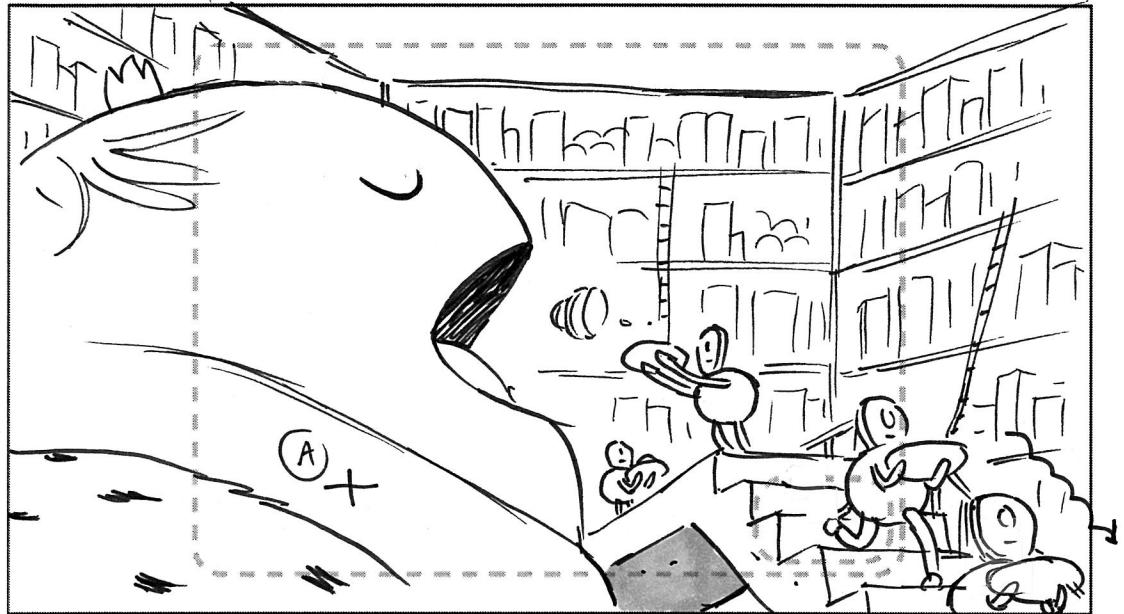
Sc.

24

Pnl. A

Bg.

day night



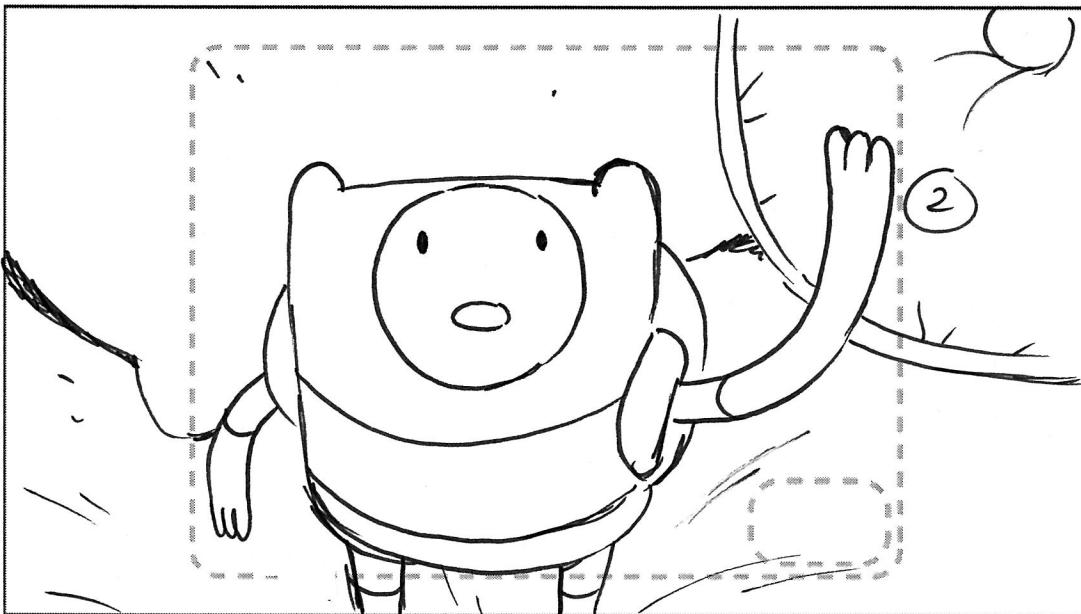
Sc.

25

Pnl. A

Bg.

day night

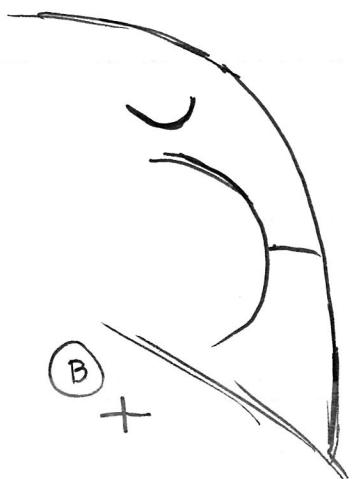


Dialog:

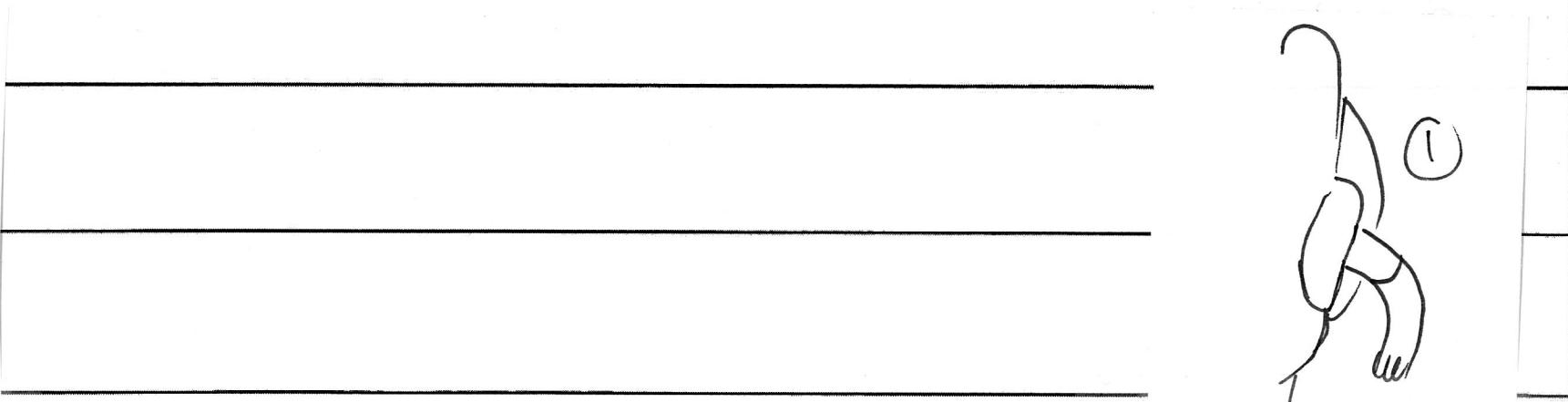
(KH): * chomp, chew chew *

(F): EXCUSE me? Sir?

Action:



Timing:



Production :

EPISODE #

1025-193

ADVENTURE TIME



Page 31

Sc.

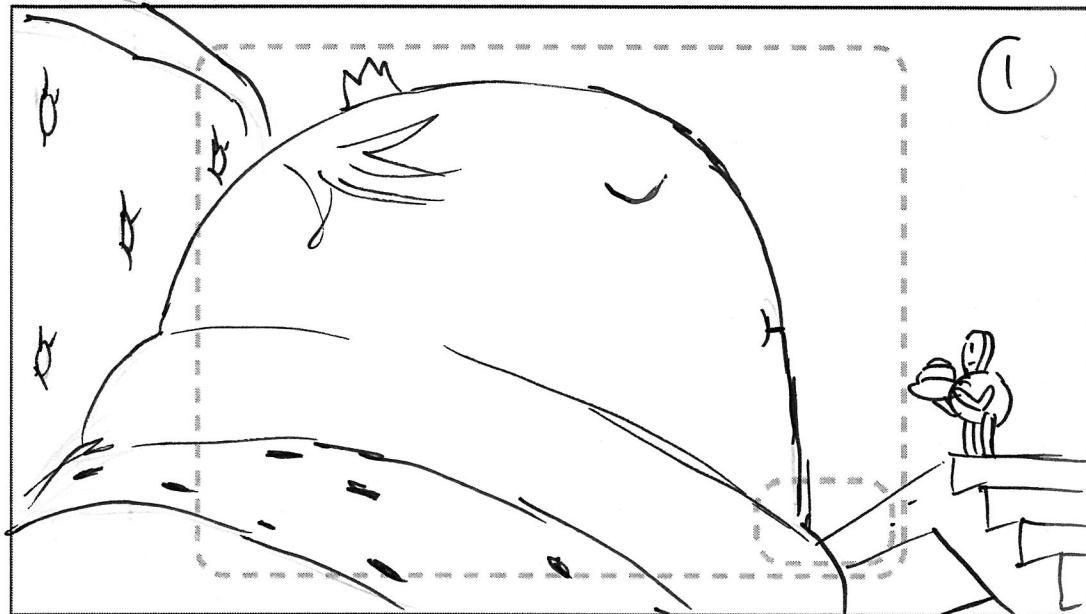
26

Pnl.

A

Bg.

day night



Sc.

26

Pnl.

B

Bg.

day night



Dialog:

KH: mm?

Action:

- King Huge turns and speaks,
- then Food boy throws food.
- Food bounces off KH.

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 32

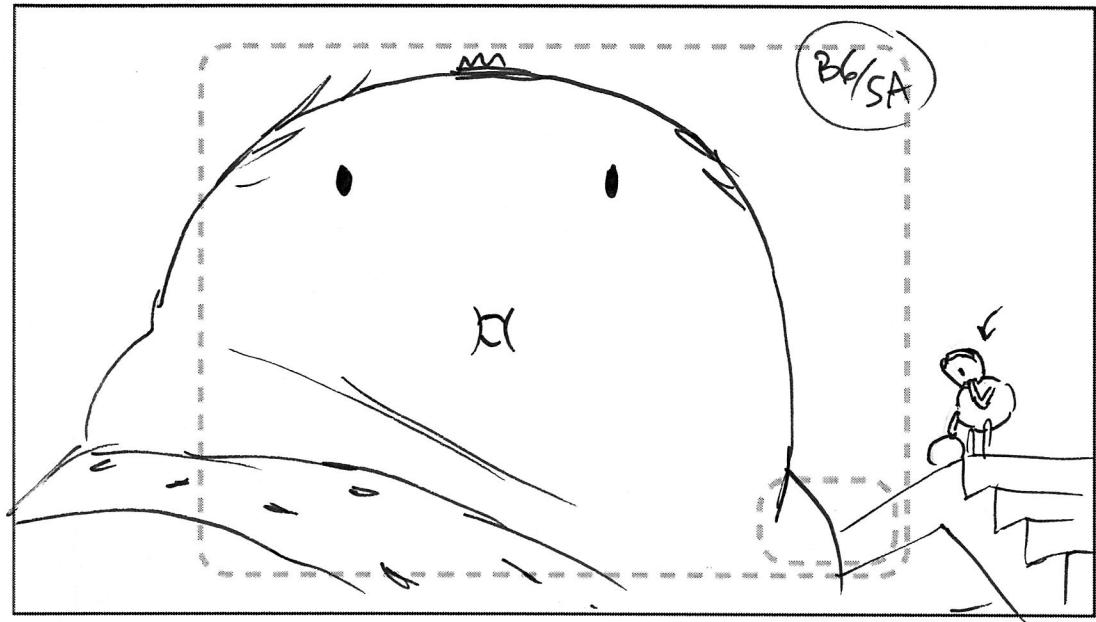
Sc.

26

Pnl. C

Bg.

day night



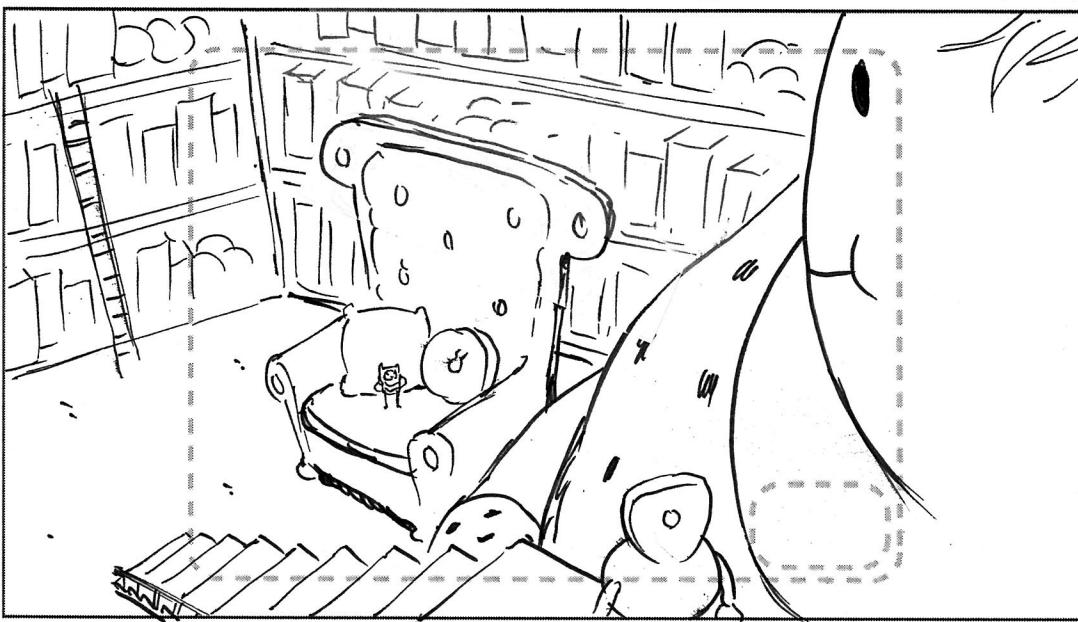
Sc.

27

Pnl. A

Bg.

day night



Dialog:

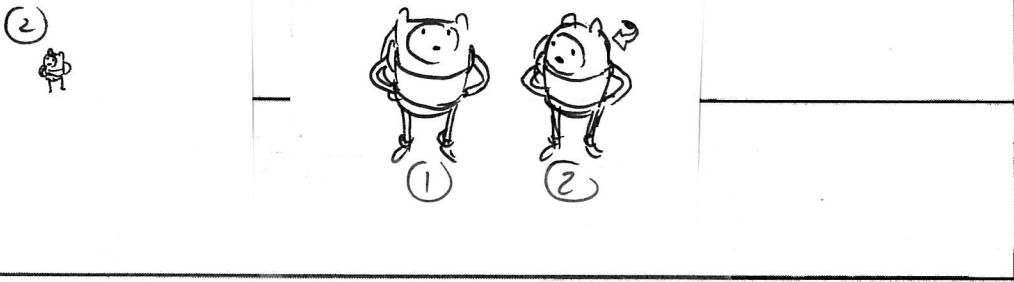
(KIH:) Oh, you're awake! Oh
that's wonderful!

(FINN:) ① Oh... thanks...
② Hey, where am I anyway?

Action:

-Food boy tracks fallen food.

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 33

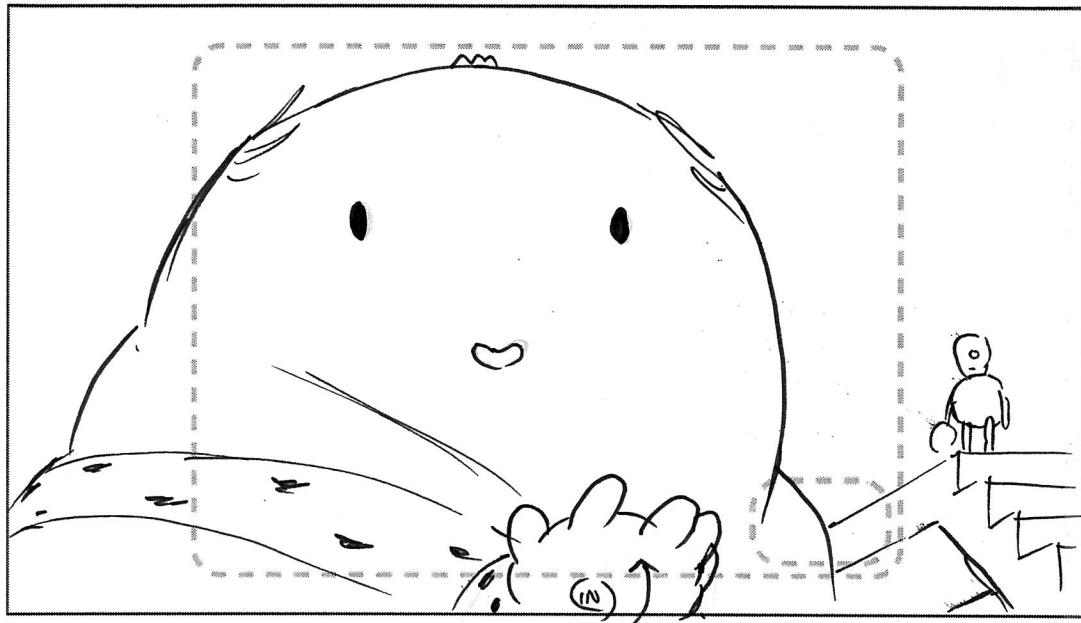
Sc.

28

Pnl. A

Bg.

day night



Sc.

28

Pnl. B

Bg.

day night



Dialog:

(KH) Why, this is the famed Kingdom of Huge, of course.

(KH) You fell in through that crack in my ceiling, →

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 34

Sc.

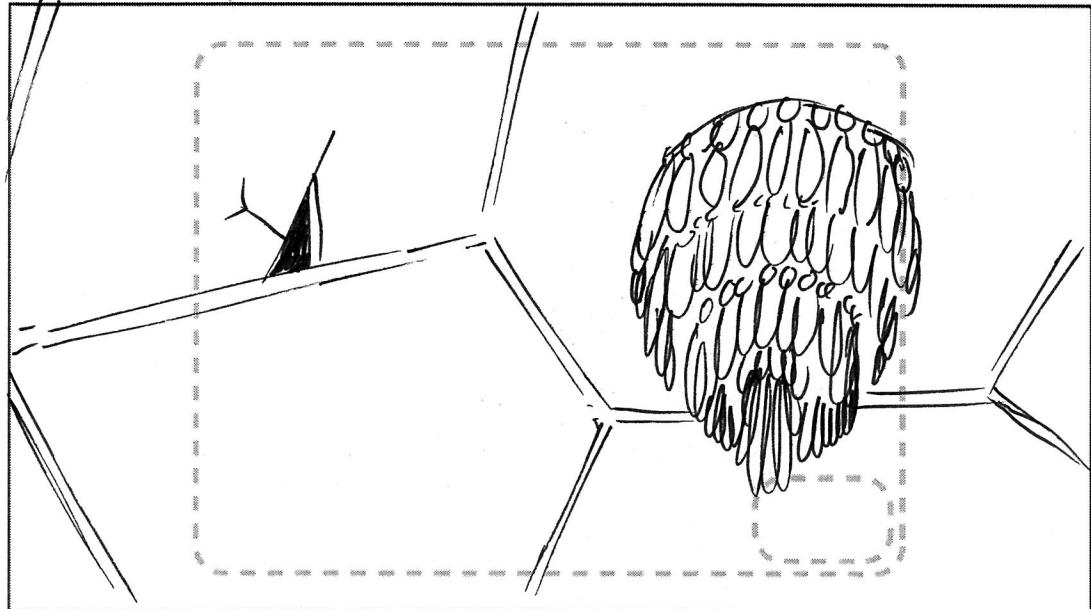
29

Pnl.

A

Bg.

day night



Sc.

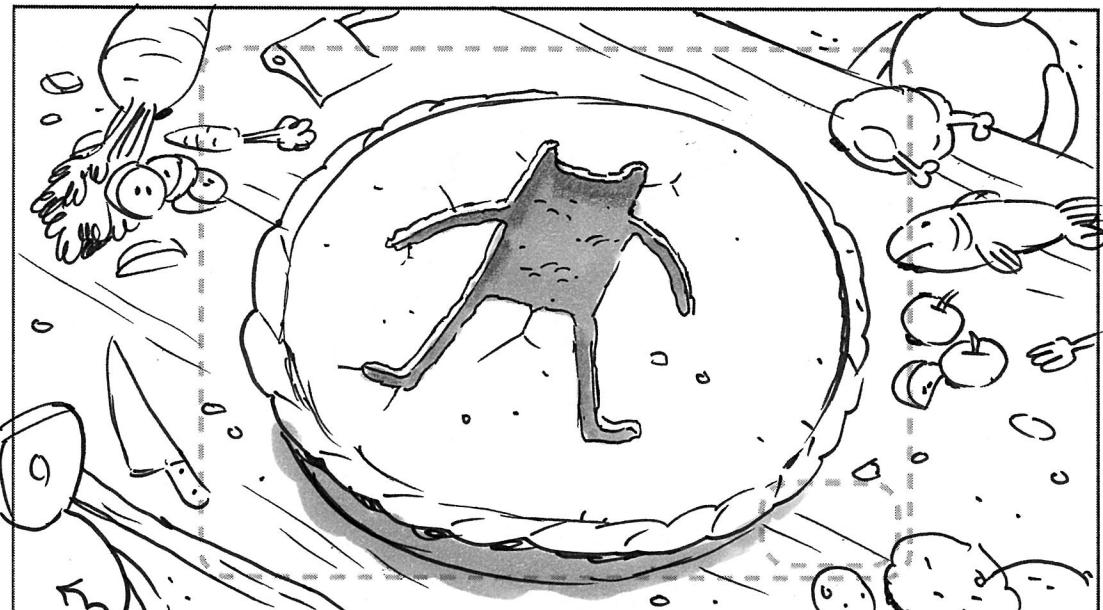
30

Pnl.

A

Bg.

day night



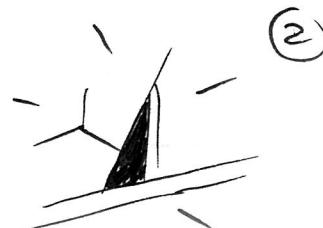
Dialog:

- BEAT -



(KH) OS → and landed in a
normal-sized pie.

Action:



Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



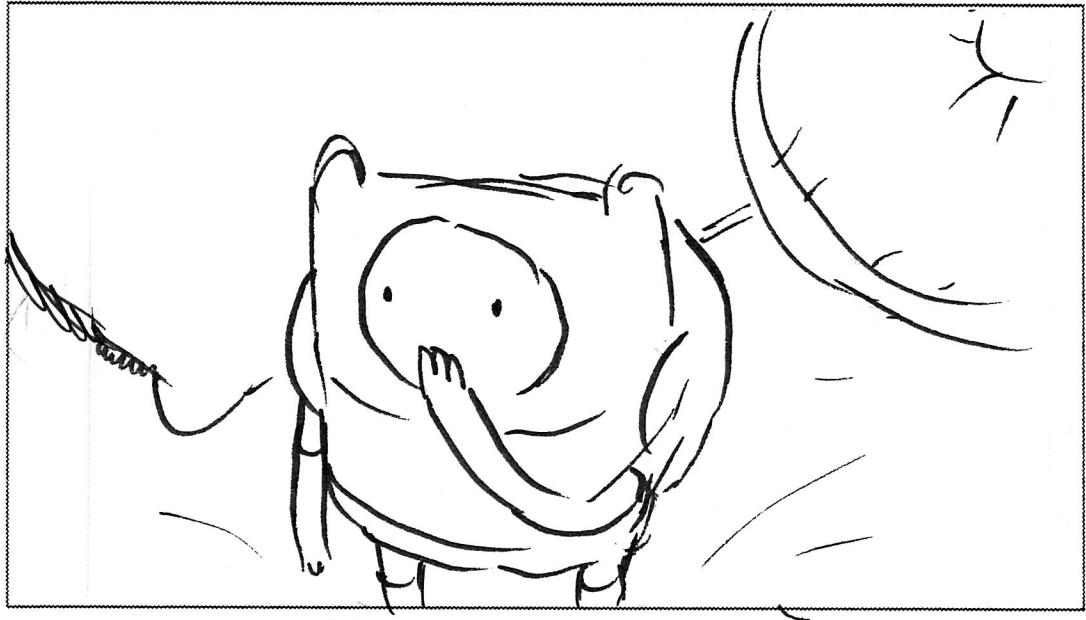
Page 35

Sc. 31

Pnl. A

Bg.

day night

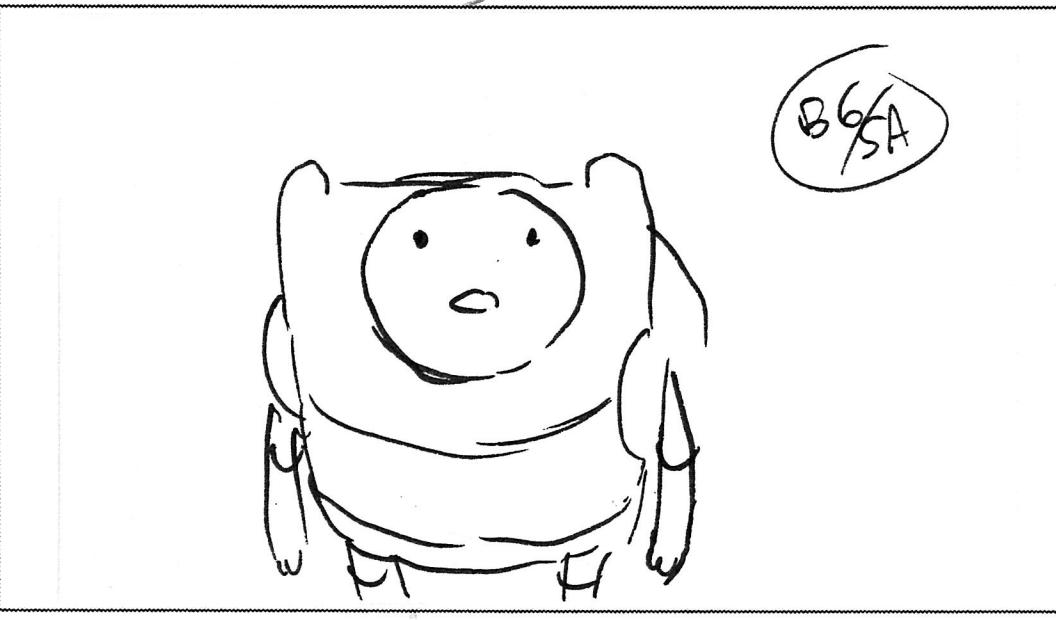


Sc. 31

Pnl. B

Bg.

day night



Dialog:

(F:) (best) ... mm-hmm,
Well -

Action:

Timing:

(F) My friend up top
is probs pretty
worried about me so
I'd best get going.

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 36

Sc.

31

Pnl. C

Bg.

day night

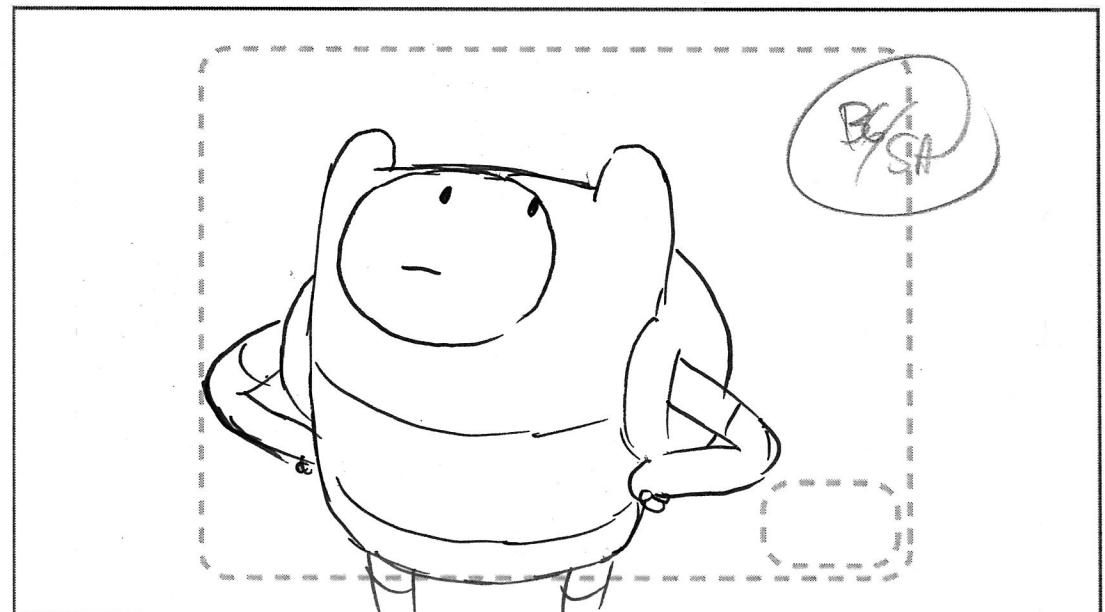
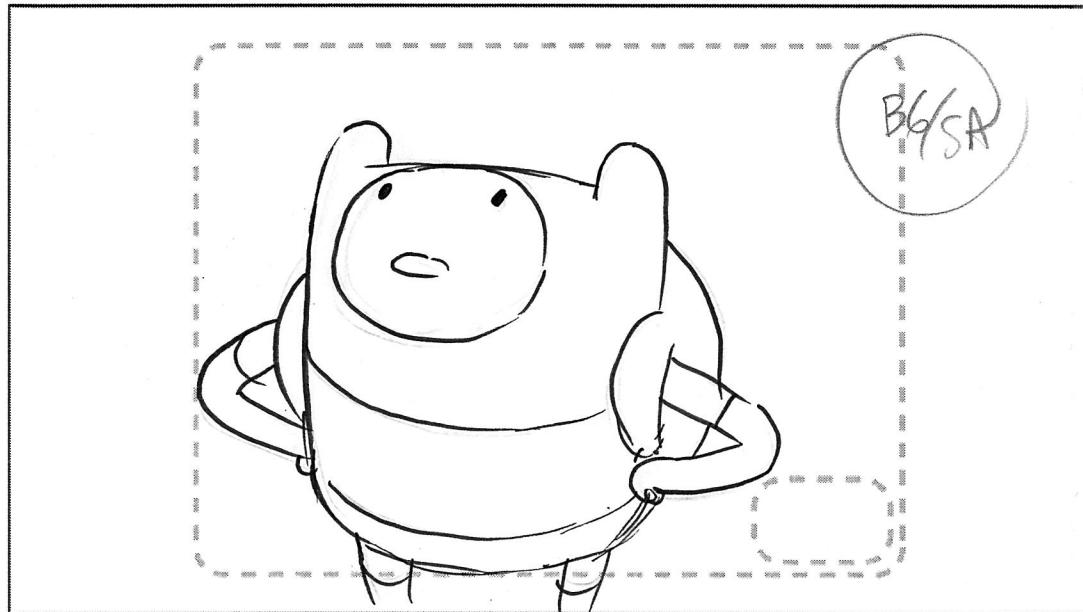
Sc.

31

Pnl. D

Bg.

day night



Dialog:

(F.) Can you gimme a boost
back up to that crack
or whatever?

(KH) (OS:) oh - no no no, →

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 37

Sc.

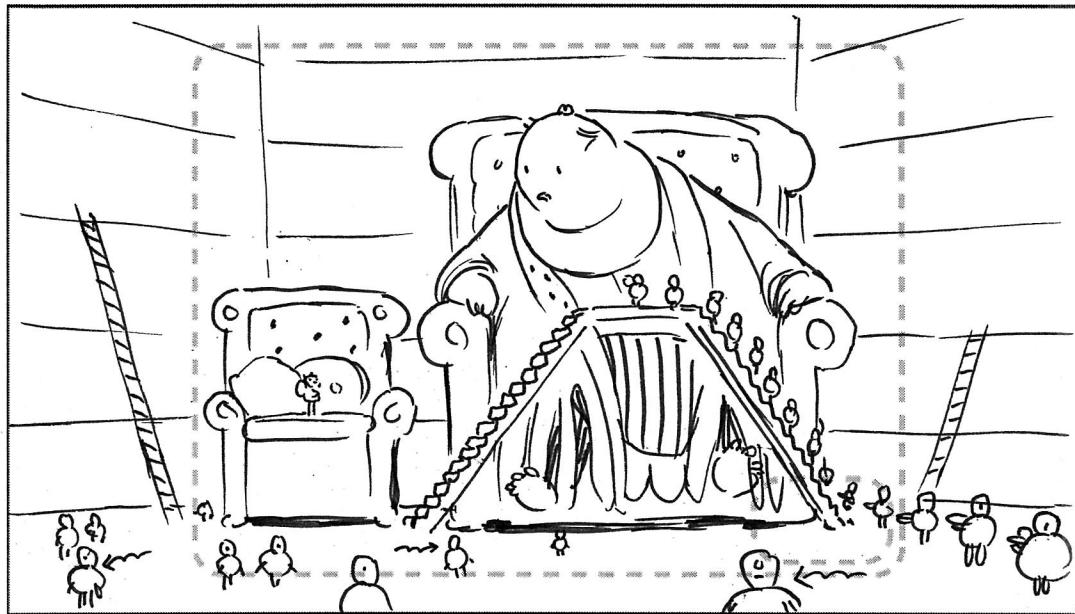
32

Pnl.

A

Bg.

day night



Sc.

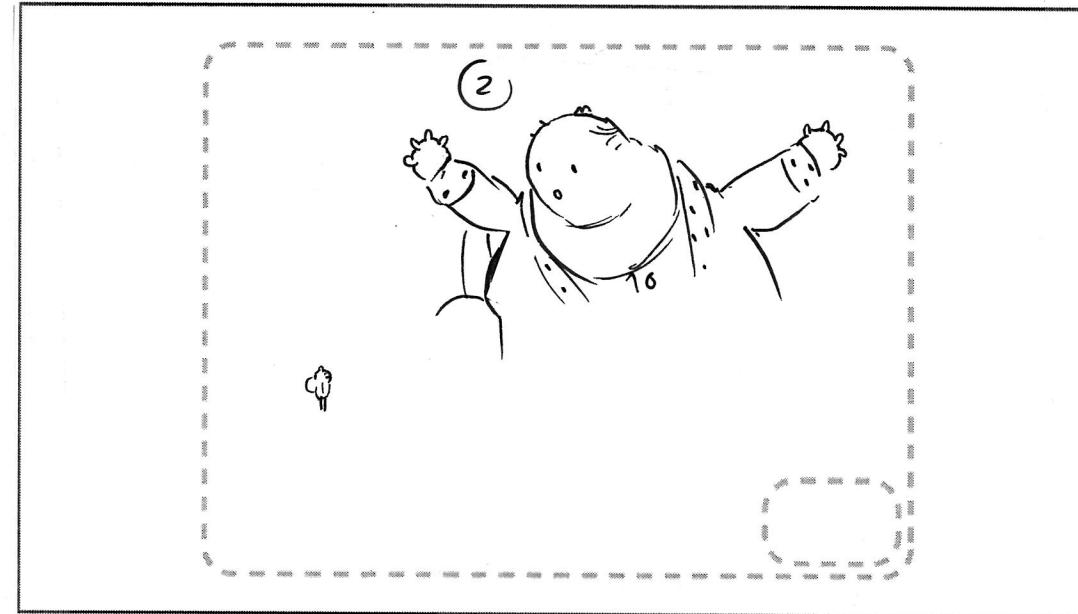
32

Pnl.

B

Bg.

day night



Dialog:

(KH) Don't be silly child -

(KH) → ① Your friend must be on his way
to find you right now,
② think about it : →

Action:



Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 38

Sc.

33

Pnl. A

Bg.

day night

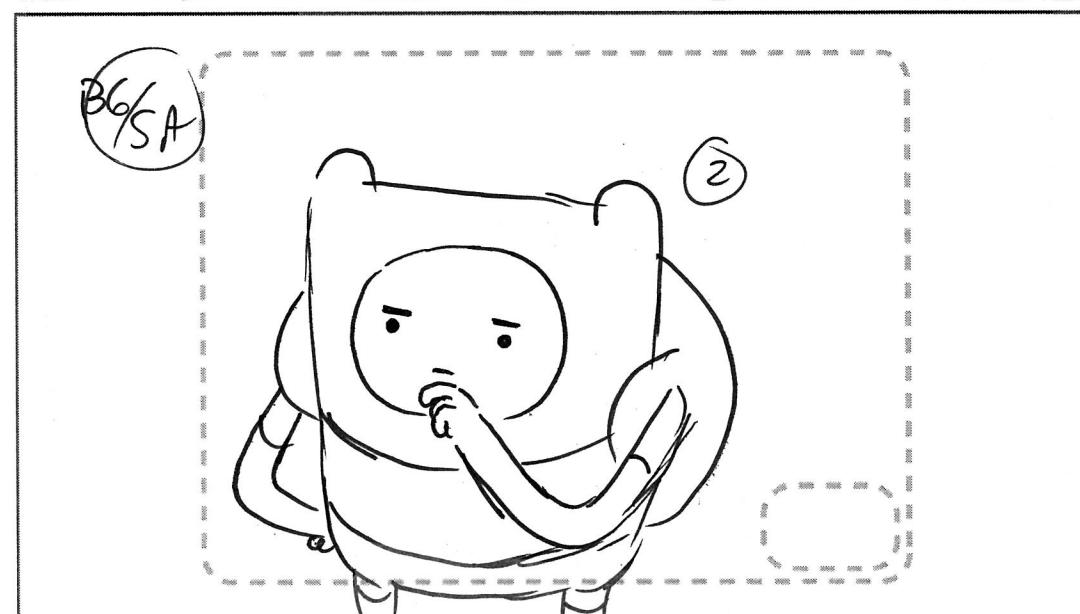
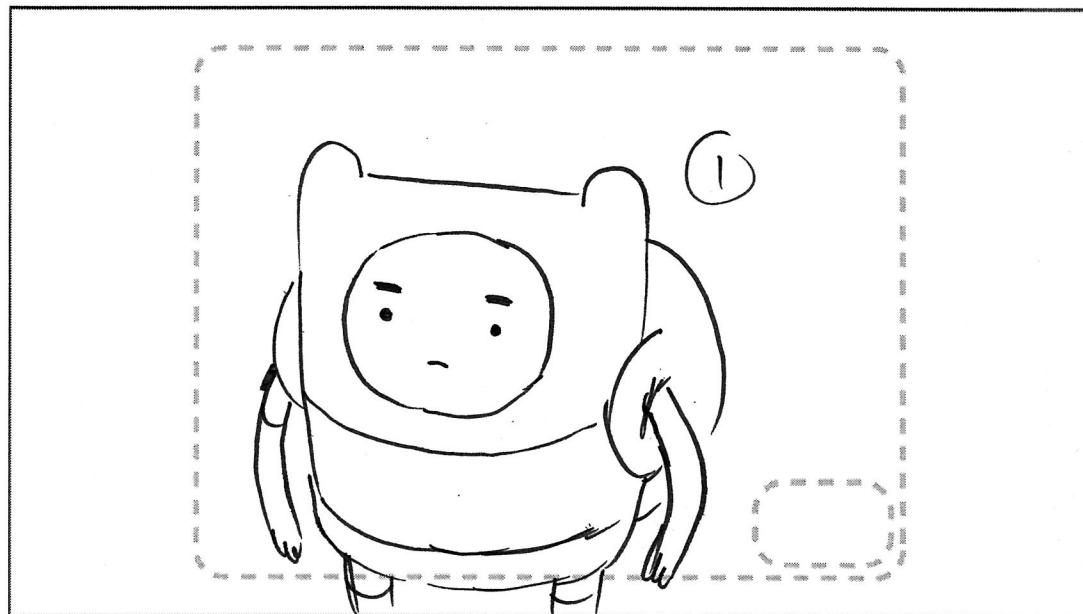
Sc.

33

Pnl. B

Bg.

day night



Dialog:

KH os: You should wait for him here or
you could miss each other.

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 39

Sc.

33

Pnl.

C

Bg.

day night

Sc.

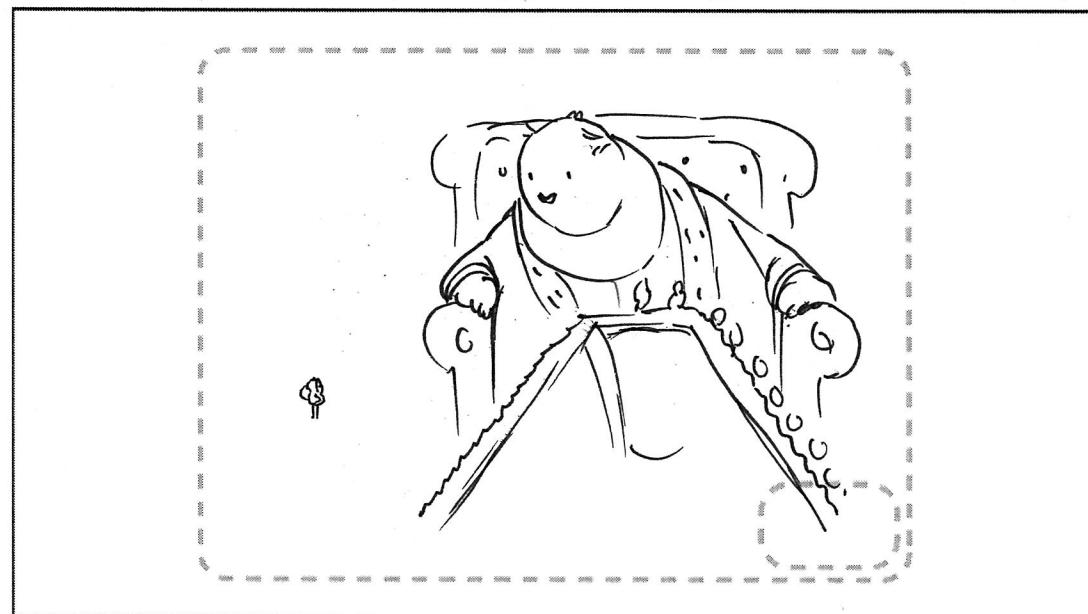
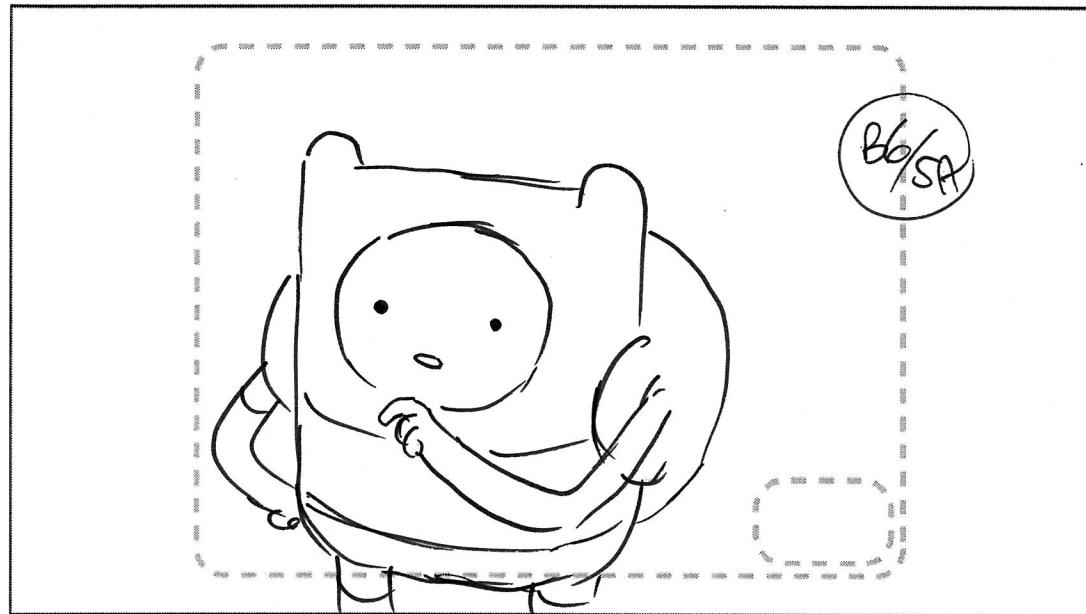
34

Pnl.

A

Bg.

day night



Dialog:

(F:) I guess that does make sense.

(K:) Of course! Besides, you're just in time to witness →

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc.

34

Pnl.

B

Bg.

day night

Sc.

35

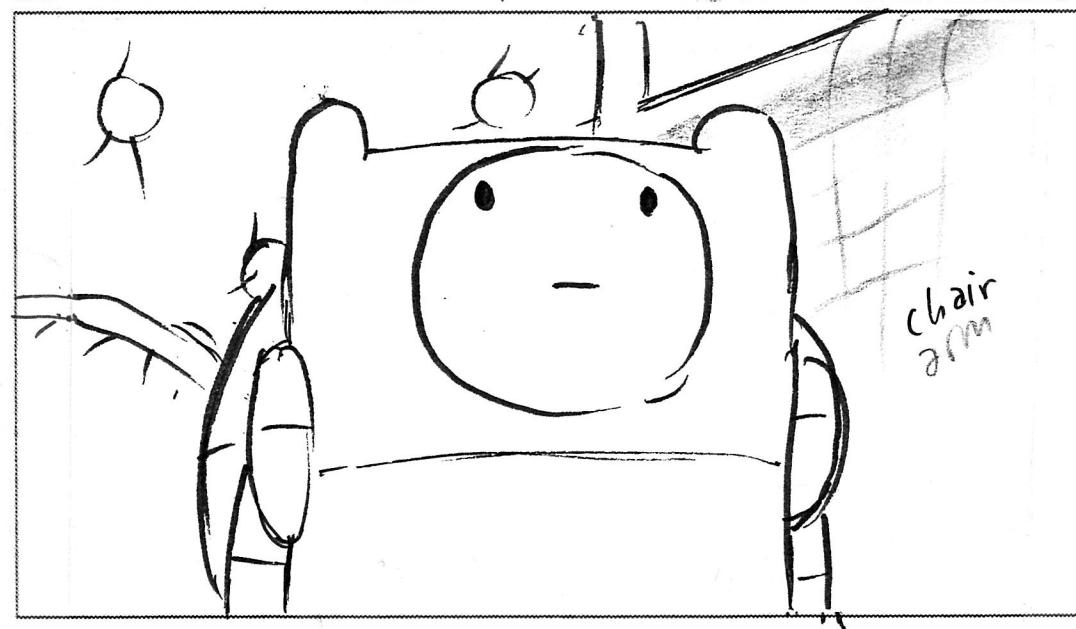
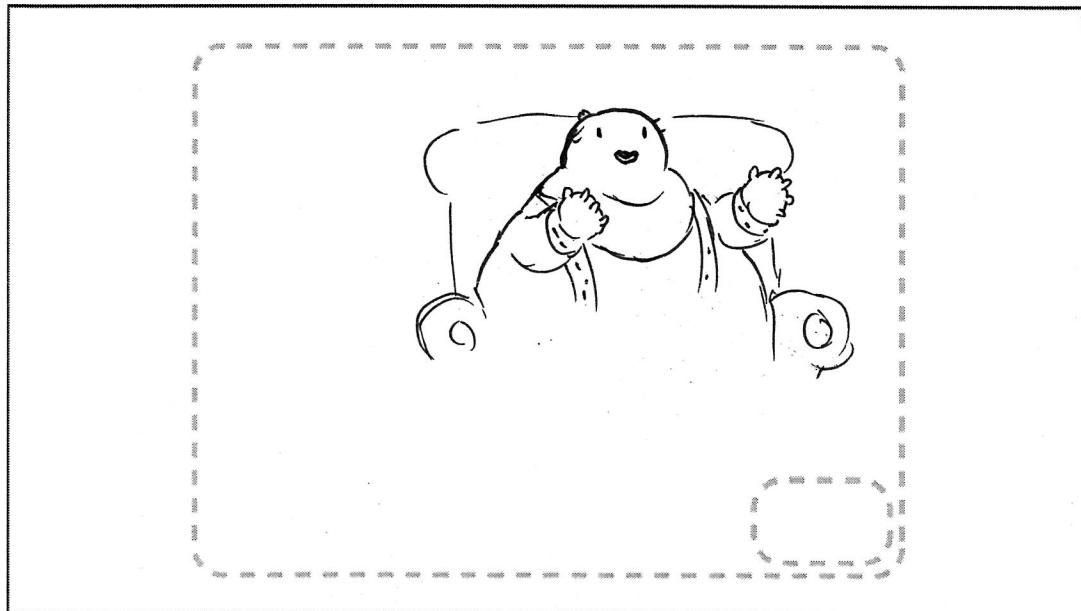
Pnl.

A

Bg.

Page 40

day night



Dialog:	(KH) → the chiming of my wondrous clock! →	(KH) OS it's set to do its chiming →
Action:		
Timing:		

ADVENTURE TIME



Page 41

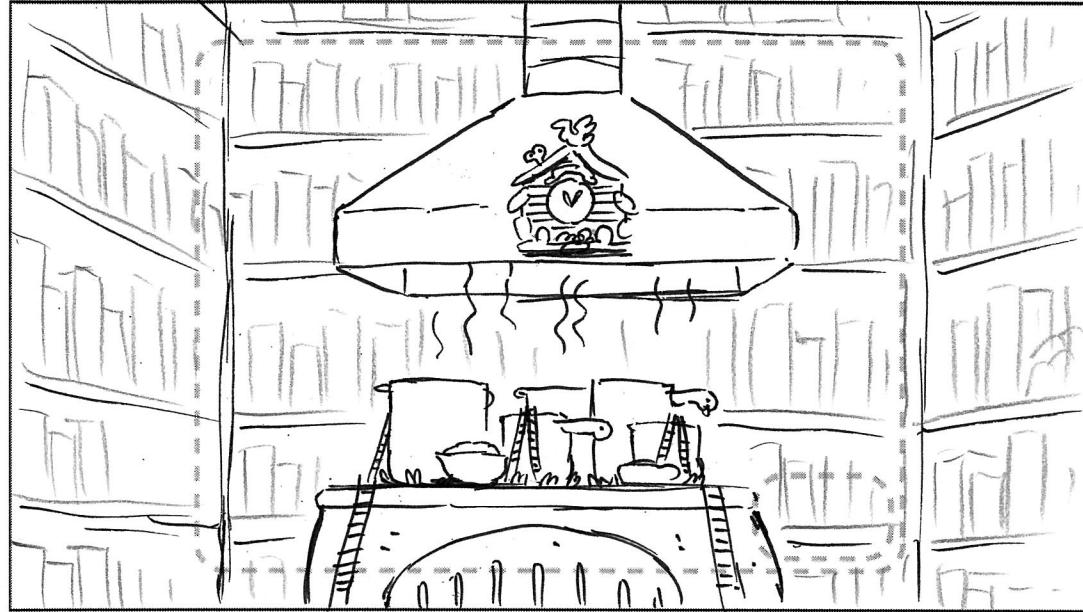
Sc.

36

Pnl. A

Bg.

day night



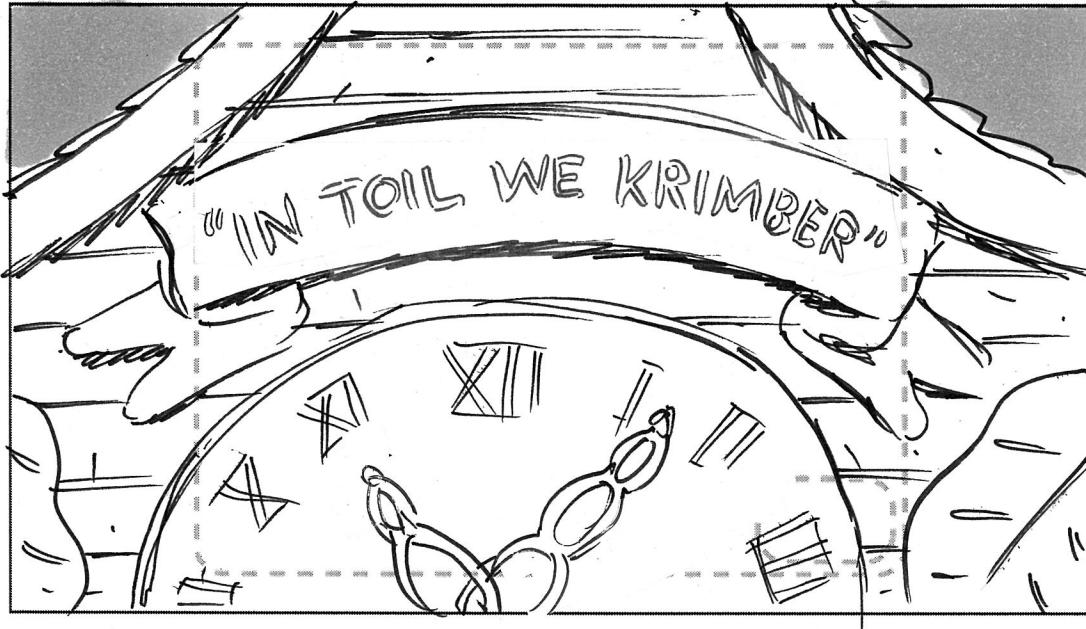
Sc.

37

Pnl. A

Bg.

day night



Dialog:

(KH GS) → in merely an hour's time!

(KH OS) You've never seen anything like it!

Action:

① CLOCK: 10:07

- SFX Heat shimmer

① CLOCK: 10:07

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 42

Sc.

38

Pnl.

A

Bg.

day night



Sc.

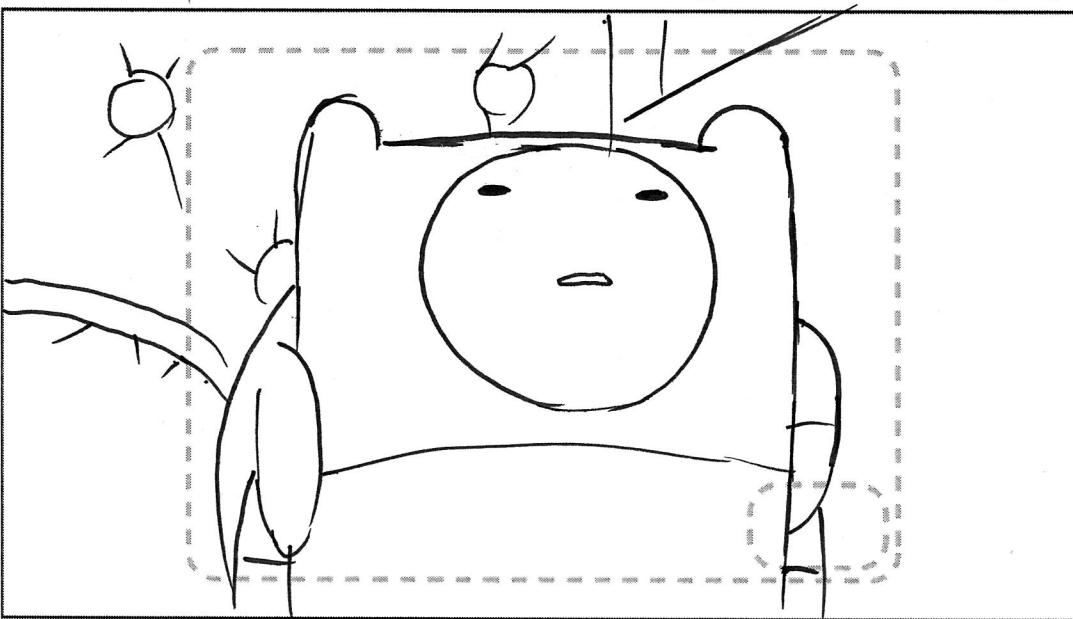
39

Pnl.

A

Bg.

day night



Dialog:

- BEAT -

(F:) (to self:) .. krimber? ..

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 43

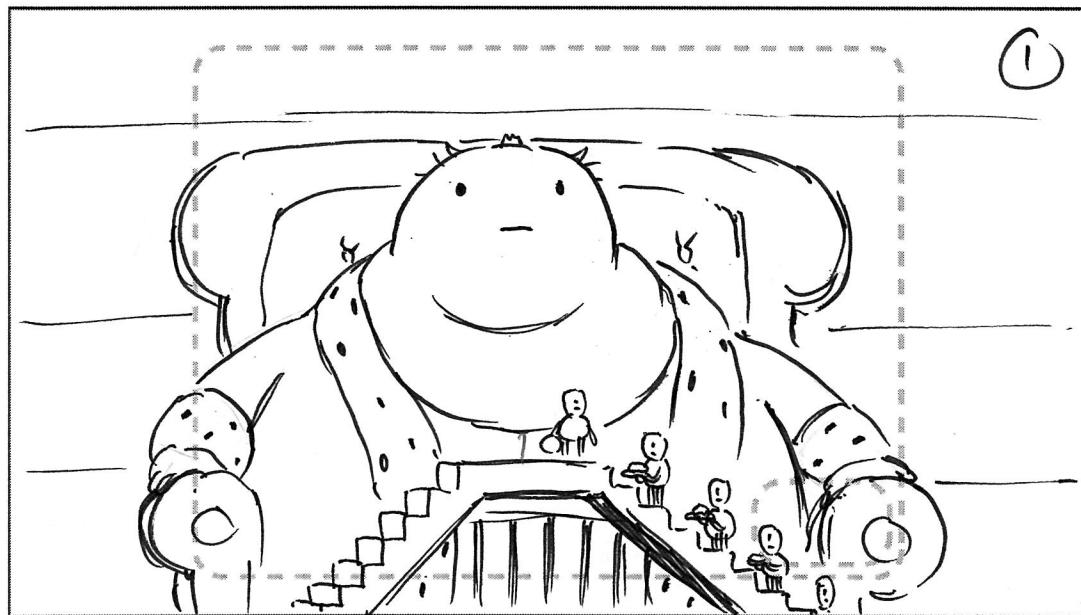
Sc.

40

Pnl. A

Bg.

day night



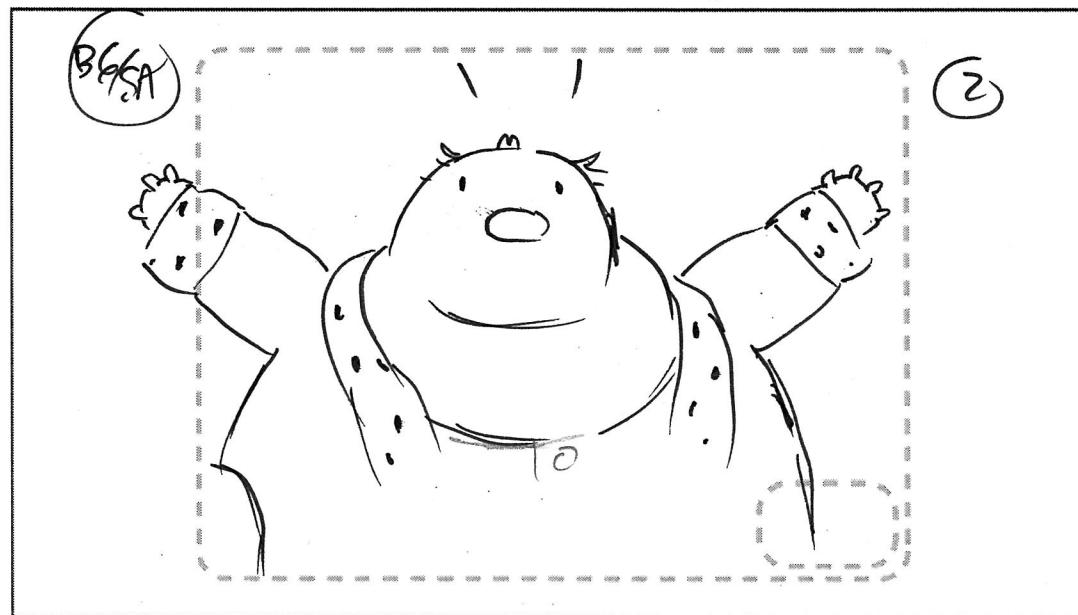
Sc.

40

Pnl. B

Bg.

day night



Dialog:

K.H.: Come! Food Boyz! →

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 44

Sc.

40

Pnl.

C

Bg.

day night

Sc.

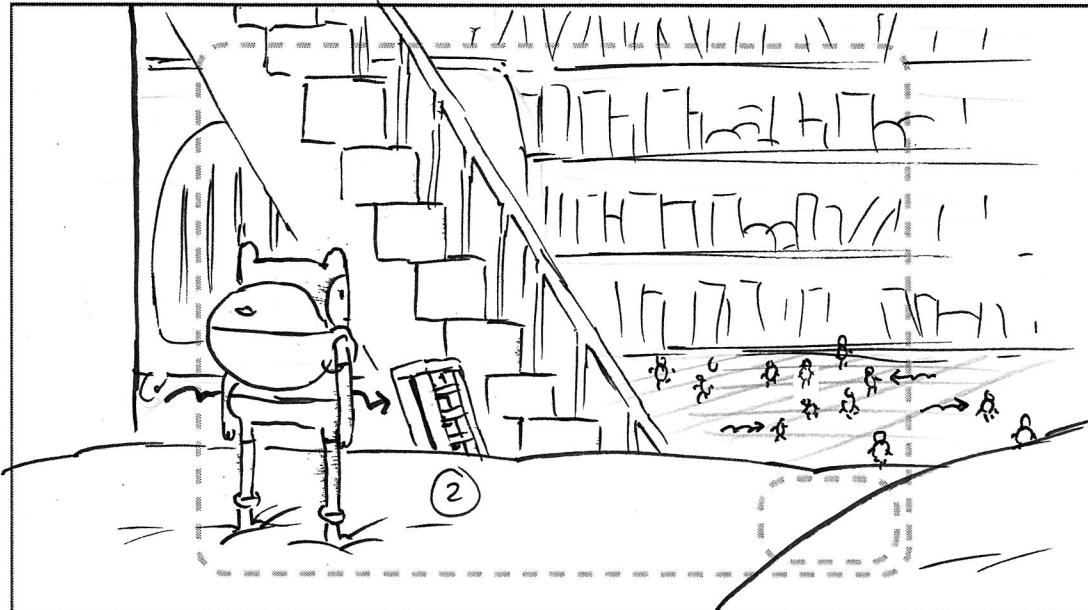
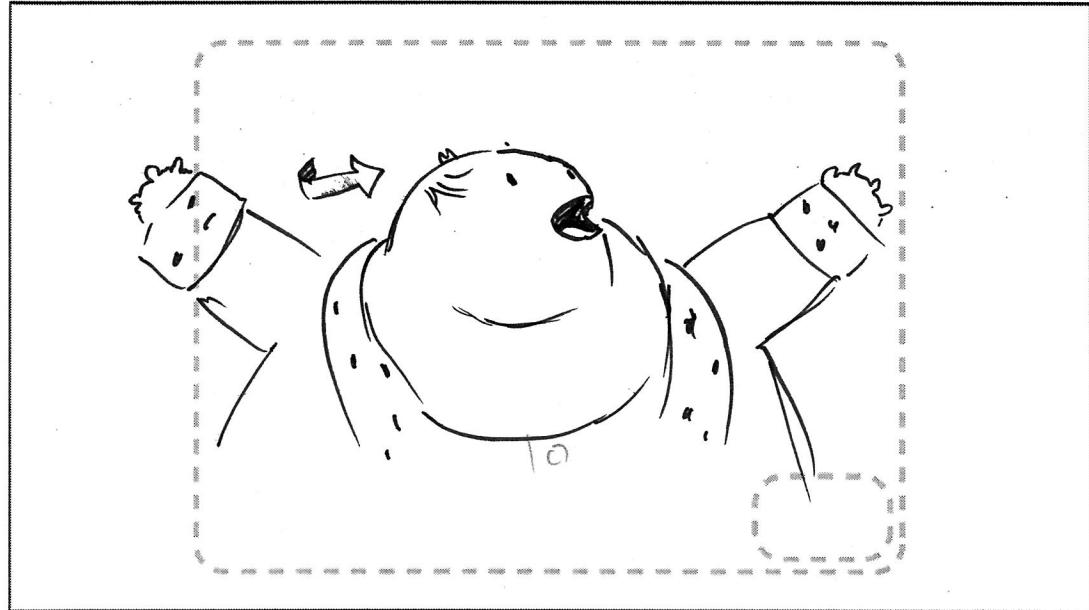
40

Pnl.

A

Bg.

day night



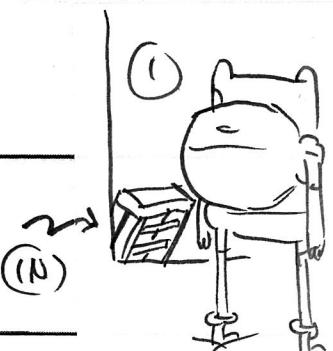
Dialog:

(KH) Shower our guest with
the kindnesses of Huge!

Action:

- Food boyz carry folded
step/ladder into shot.

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



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Sc. 41

Pnl. B

Bg.

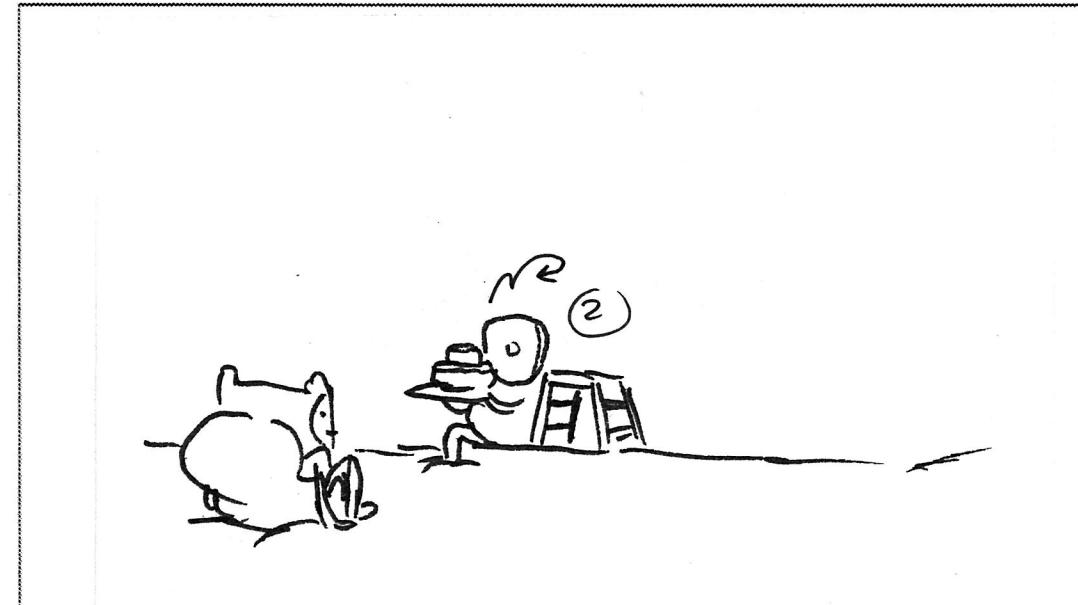
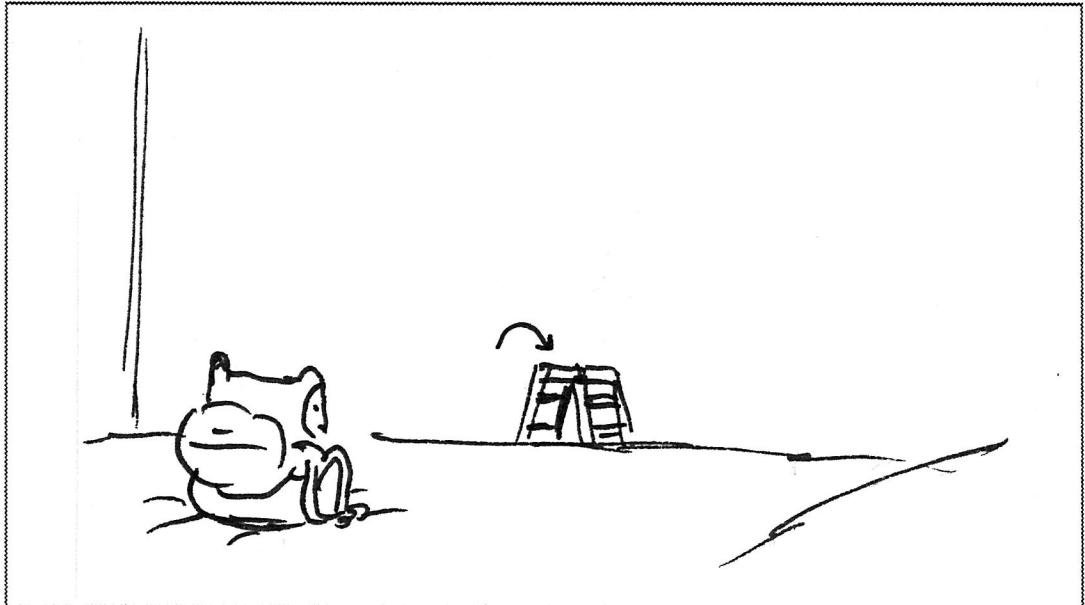
day night

Sc. 41

Pnl. C

Bg.

day night



Dialog:

KH → and we will
await the clock's
chiming in style
and comfort!

Action:

Timing: - food boyz unfold and set down
stepladder.



EPISODE #

Production:

1025-193

ADVENTURE TIME



46

Page _____

Sc. 42

Pnl. A

Bg.

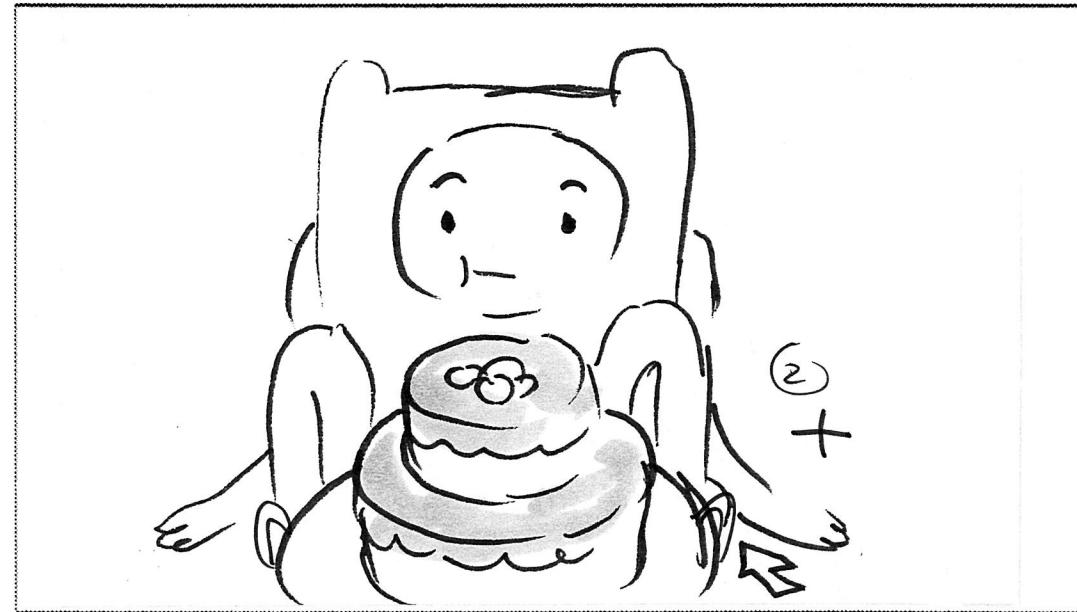
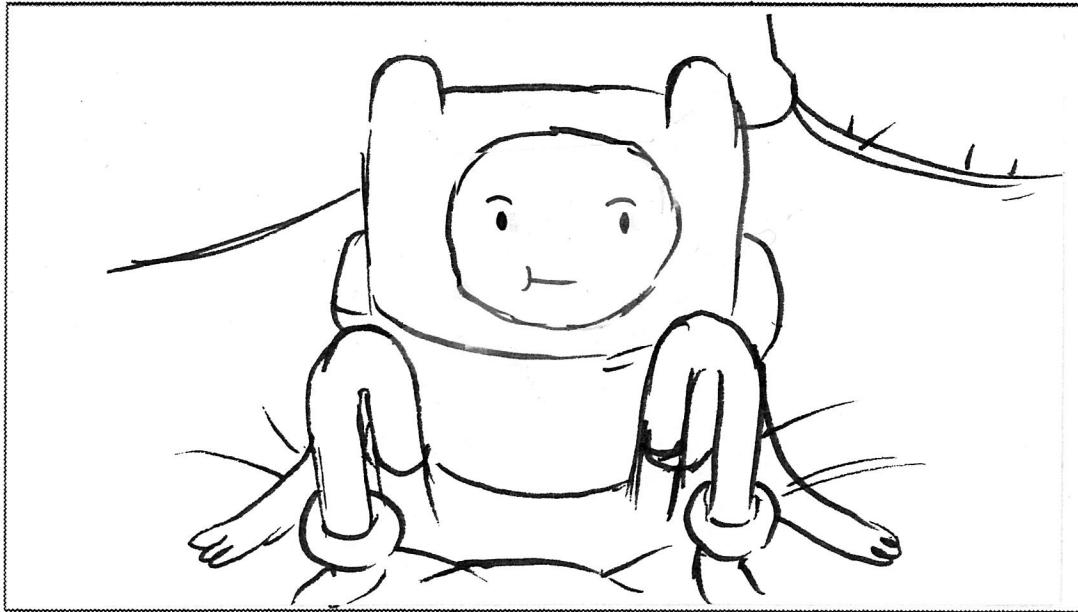
day night

Sc. 42

Pnl. B

Bg.

day night



Dialog:

(KH) Dig in child -

~~there's~~
always more
to come!- Food Boy presents
cake to finn- eyebrows
raise slightly
- eyes track cake

Action:

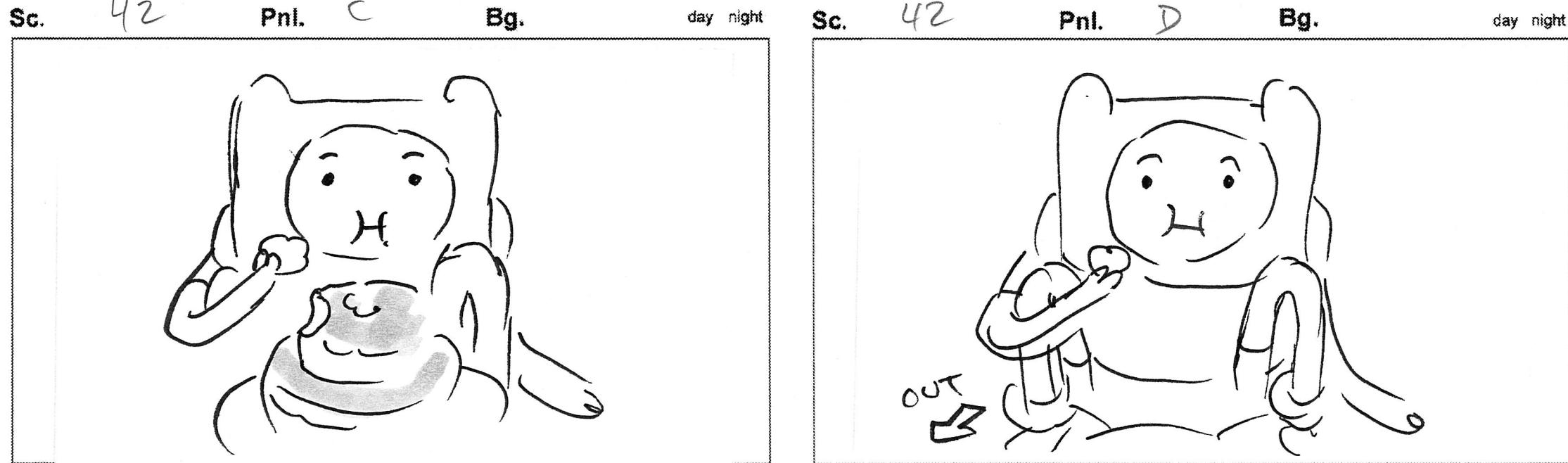
Timing:



Production :

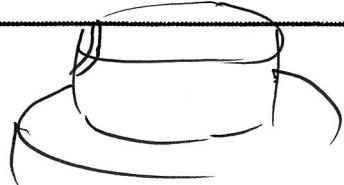
EPISODE #

1025-193



Dialog:

(F:) *chew chew*

(F:) mm
(surprised)

Action:

- Finn takes a bite from a handful of cake.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



48

Page _____

Sc. 42

Pnl. E

Bg.

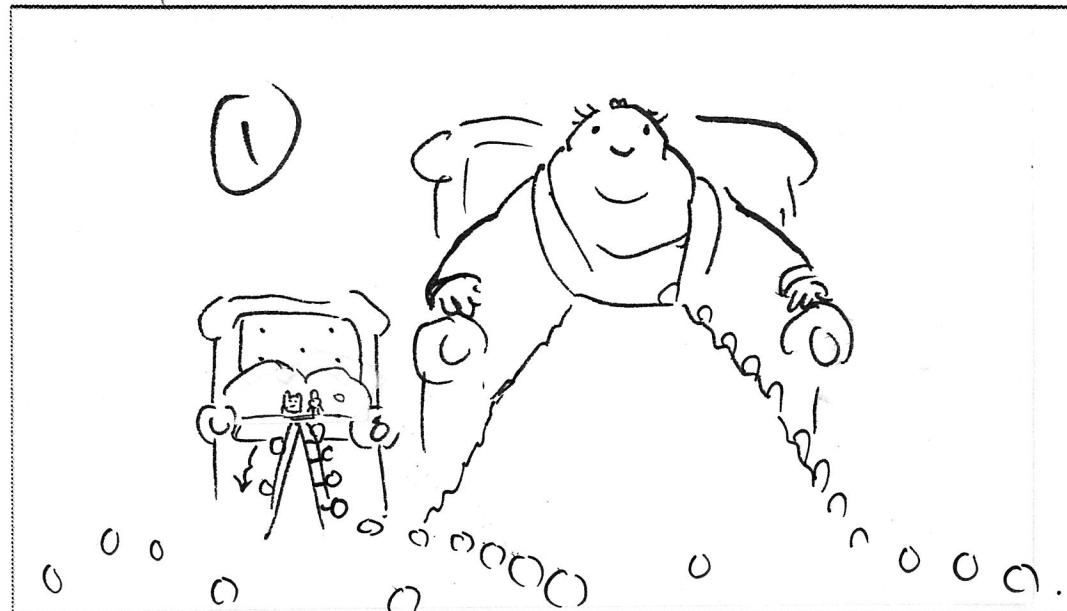
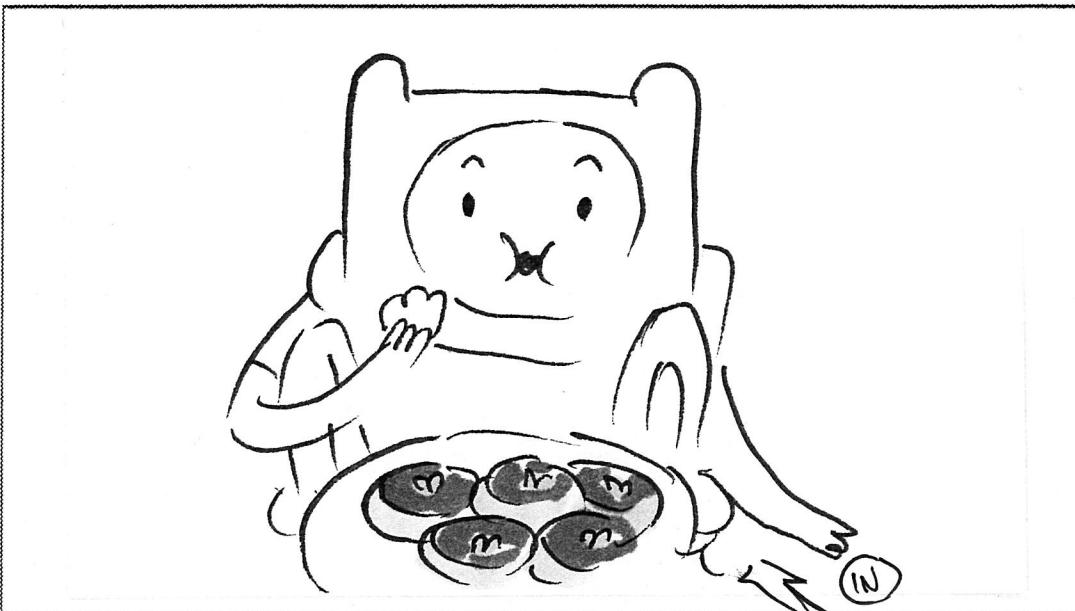
day night

Sc. 43

Pnl. A

Bg.

day night



Dialog:

(F:) ooo!
Apple scruffs.

ALT: ooo!
green grapes.
(redraw)
food

(FINN) *happily
chewing*

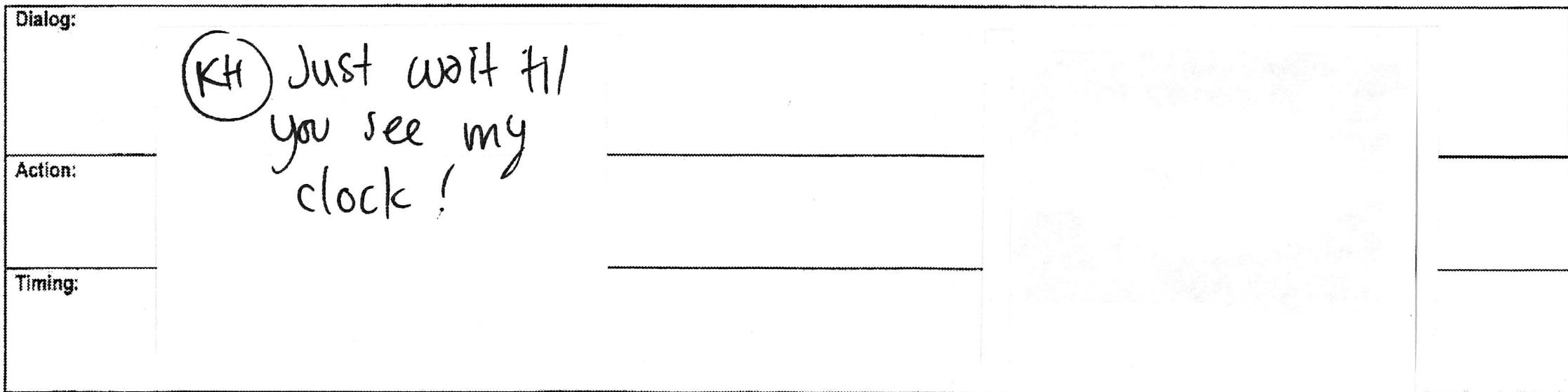
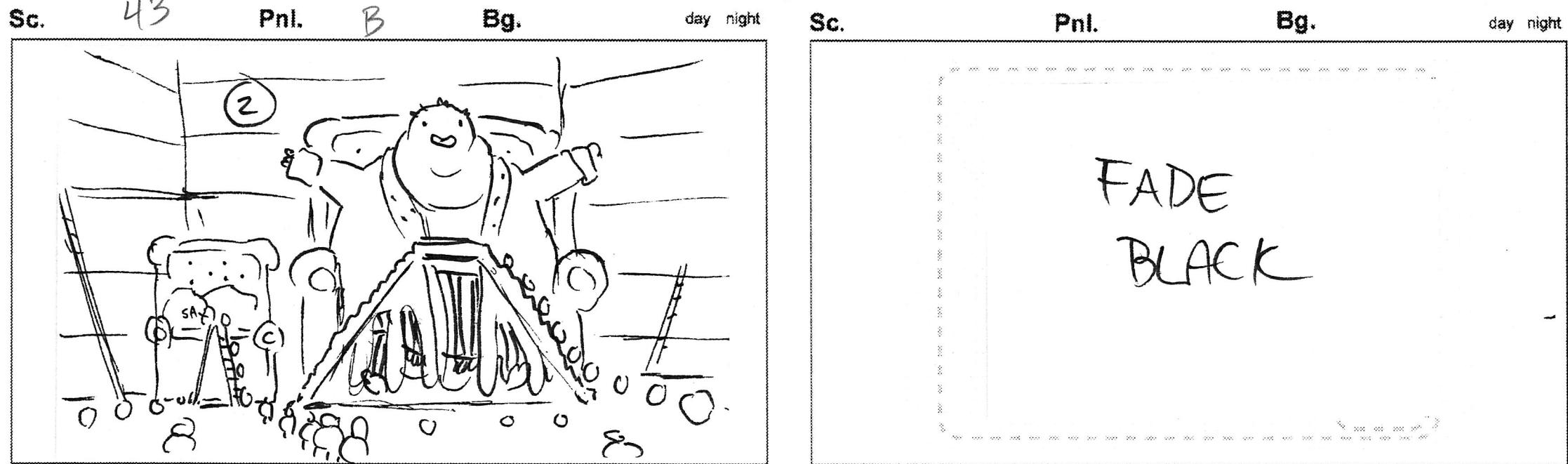
Action: - New food boy presents new dessert.

Timing:

EPISODE #

Production :

1025-193



ADVENTURE TIME



Page 50

Sc.

44

Pnl.

A

Bg.

day night

Sc.

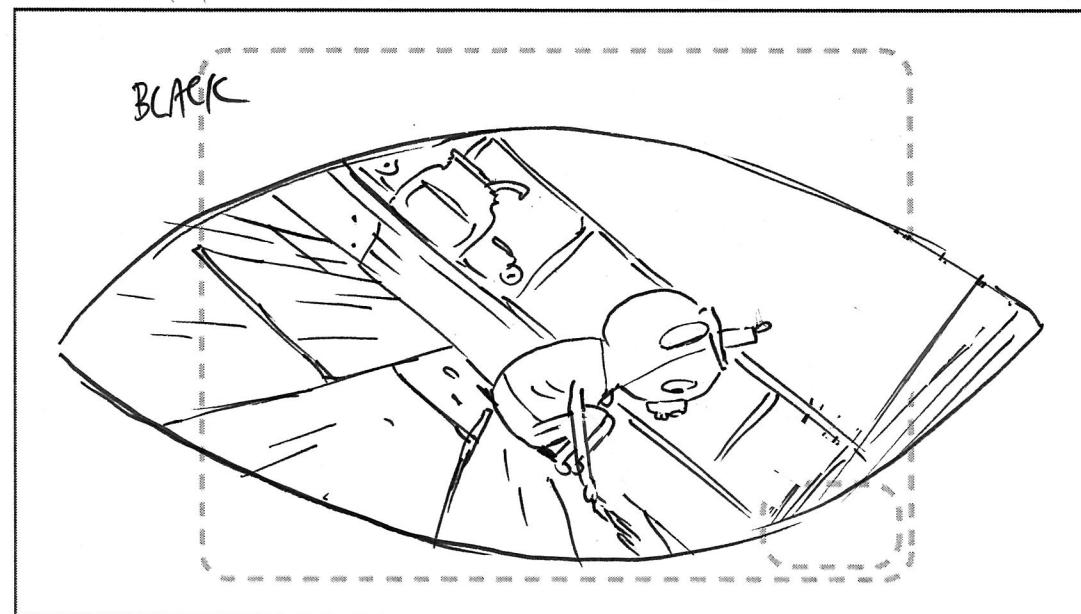
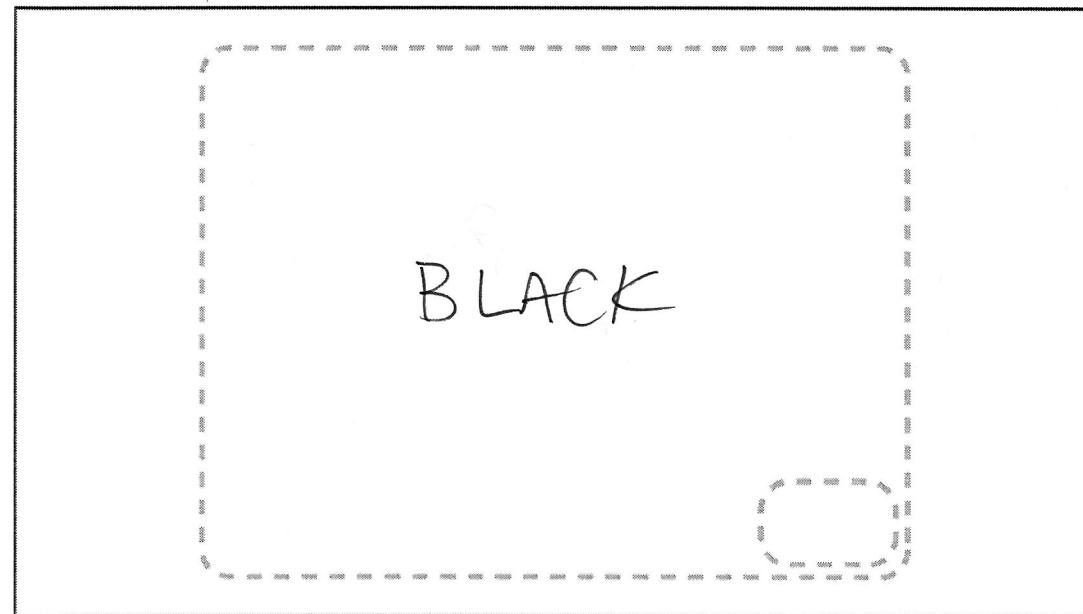
44

Pnl.

B

Bg.

day night



Dialog:

(Seven:OS) * whistling tune →

Action:

① [↓] slow open ② [—] Blink twice ③ [↑] open all the way

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 51

Sc.

44

Pnl.

C

Bg.

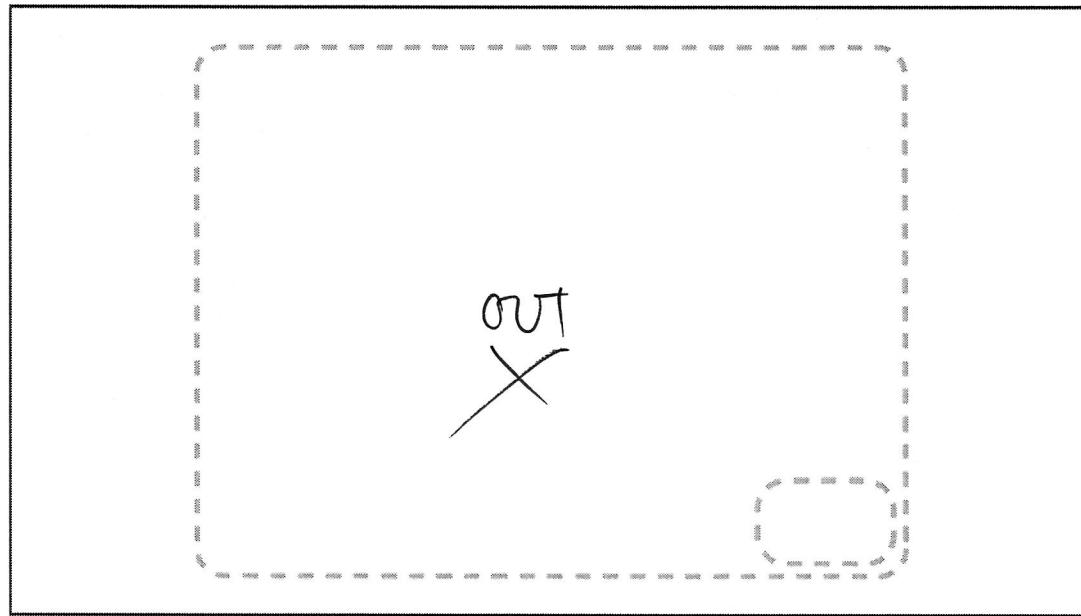
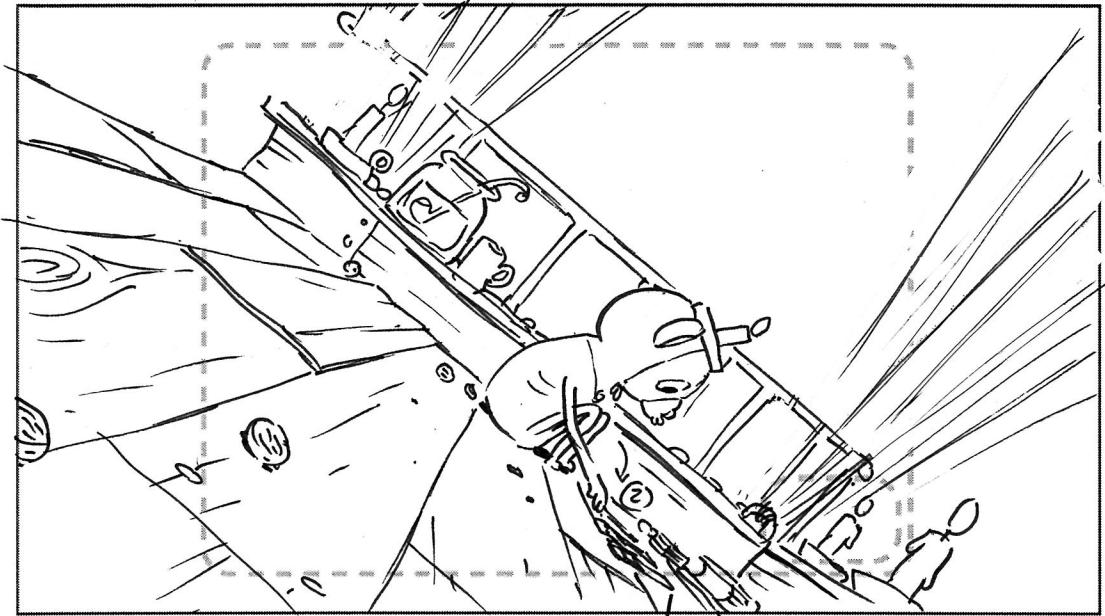
day night

Sc.

Pnl.

Bg.

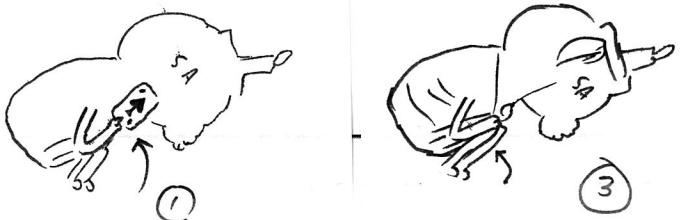
day night



Dialog:

see card layout
Reference.

Action:



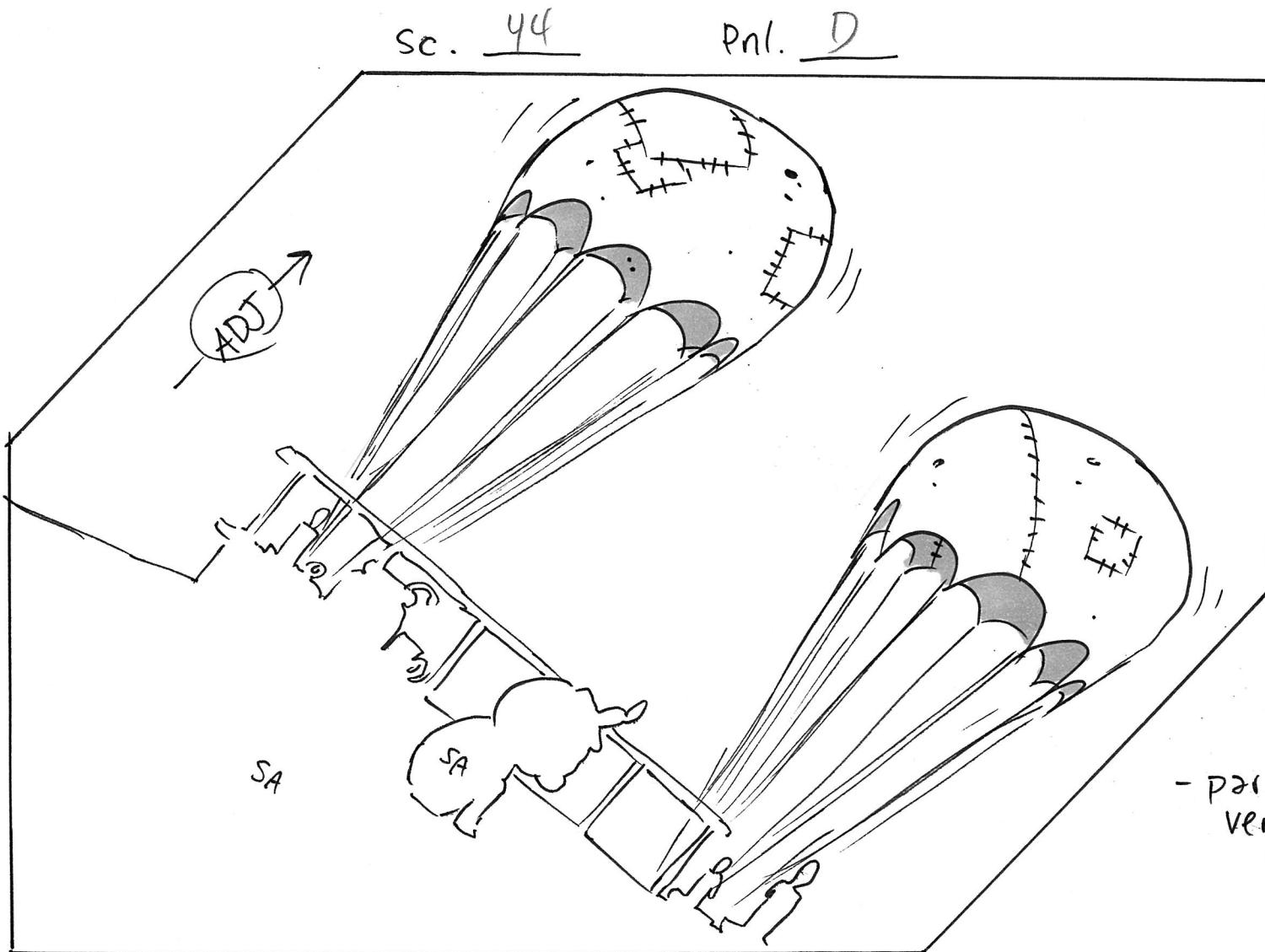
- Seven plays "freecell" card game - picking up a card and placing it down in a different spot.

Timing:

EPISODE #

Production :

1025-193



DIALOG: *whistling
continued*

- parachutes sway
very gently + slowly

ADVENTURE TIME



53

Page _____

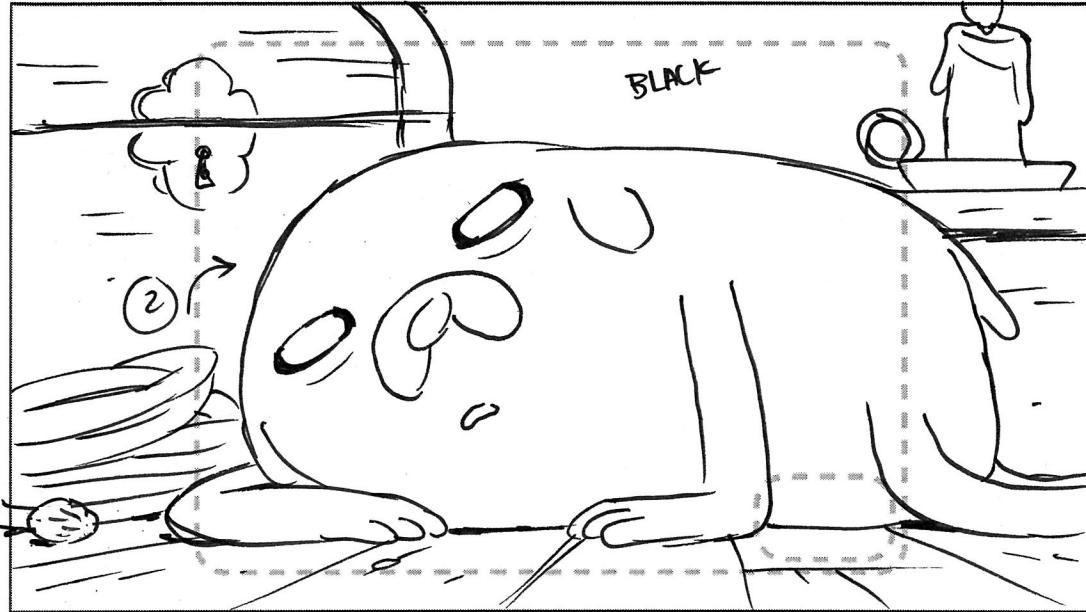
Sc.

45

Pnl. A

Bg.

day night



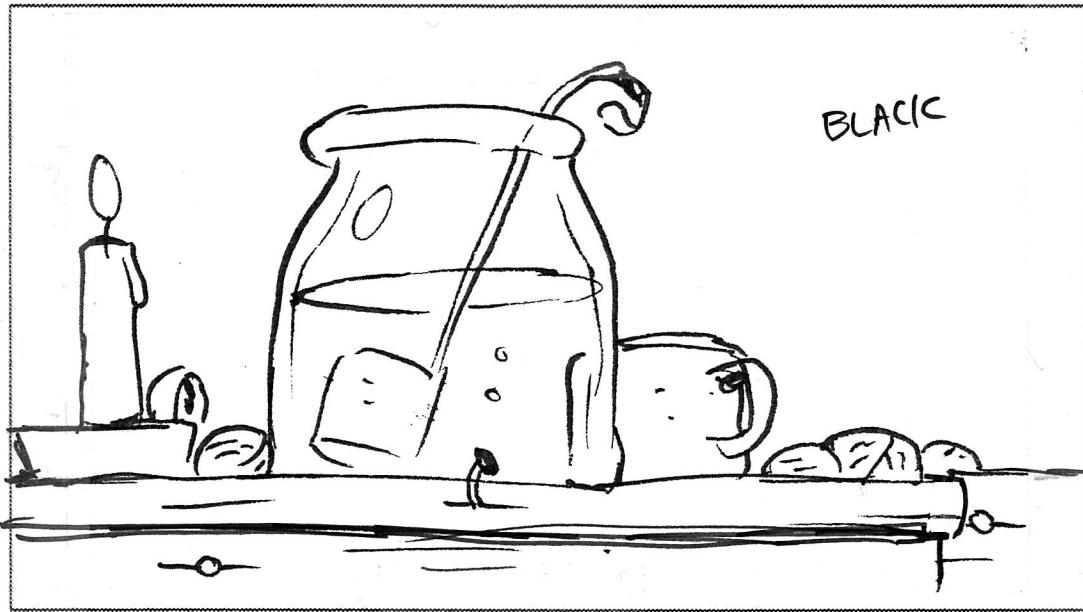
Sc.

45

Pnl. A

Bg.

day night



Dialog:

Seven: os) → *whistling*

→ *whistling*

Action



- Jake regains consciousness.

Timing

EPISODE #

Production :

1025-193

ADVENTURE TIME



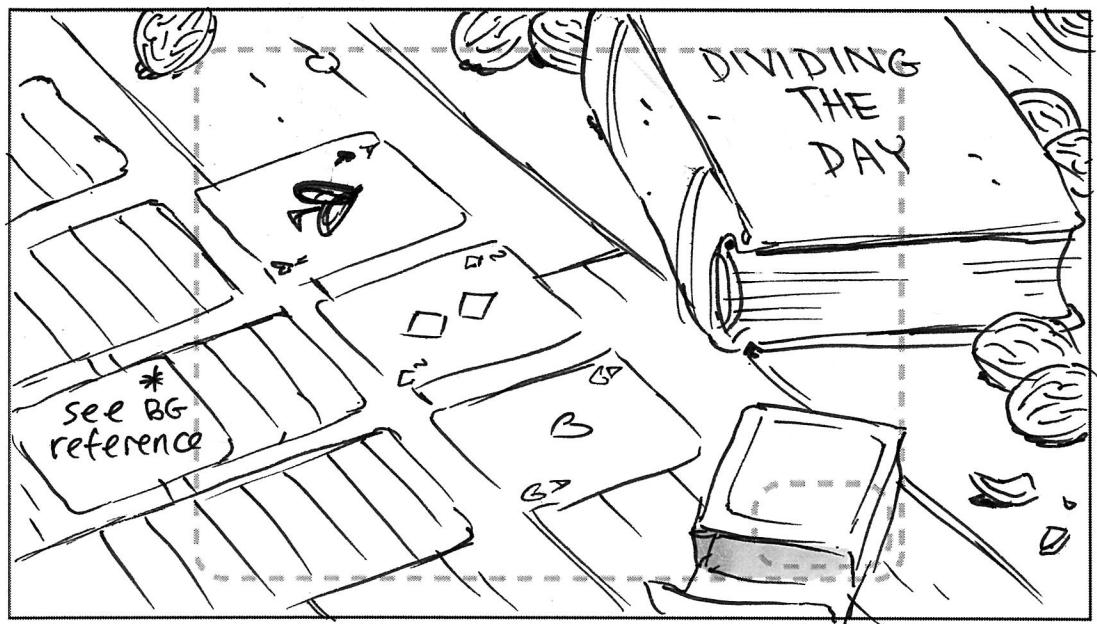
Sc.

47

Pnl. A

Bg.

day night



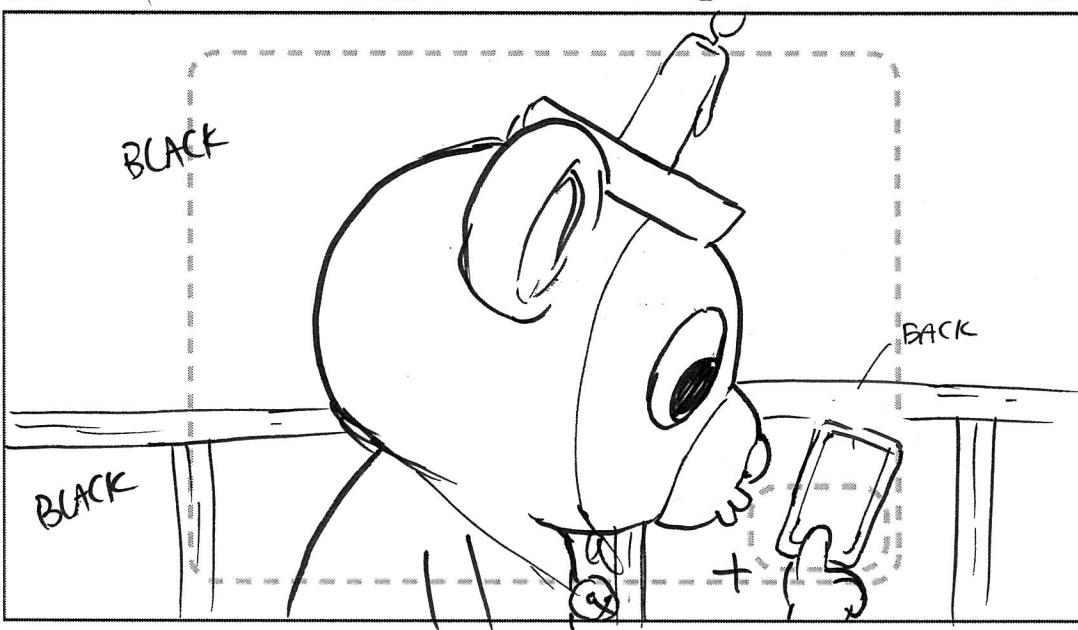
Sc.

48

Pnl. A

Bg.

day night



Dialog:

→ (Seven) * whistling *

Action: * See BG reference. [Freecell is an actual game and card placement here should conform to freecell rules.]

Timing:

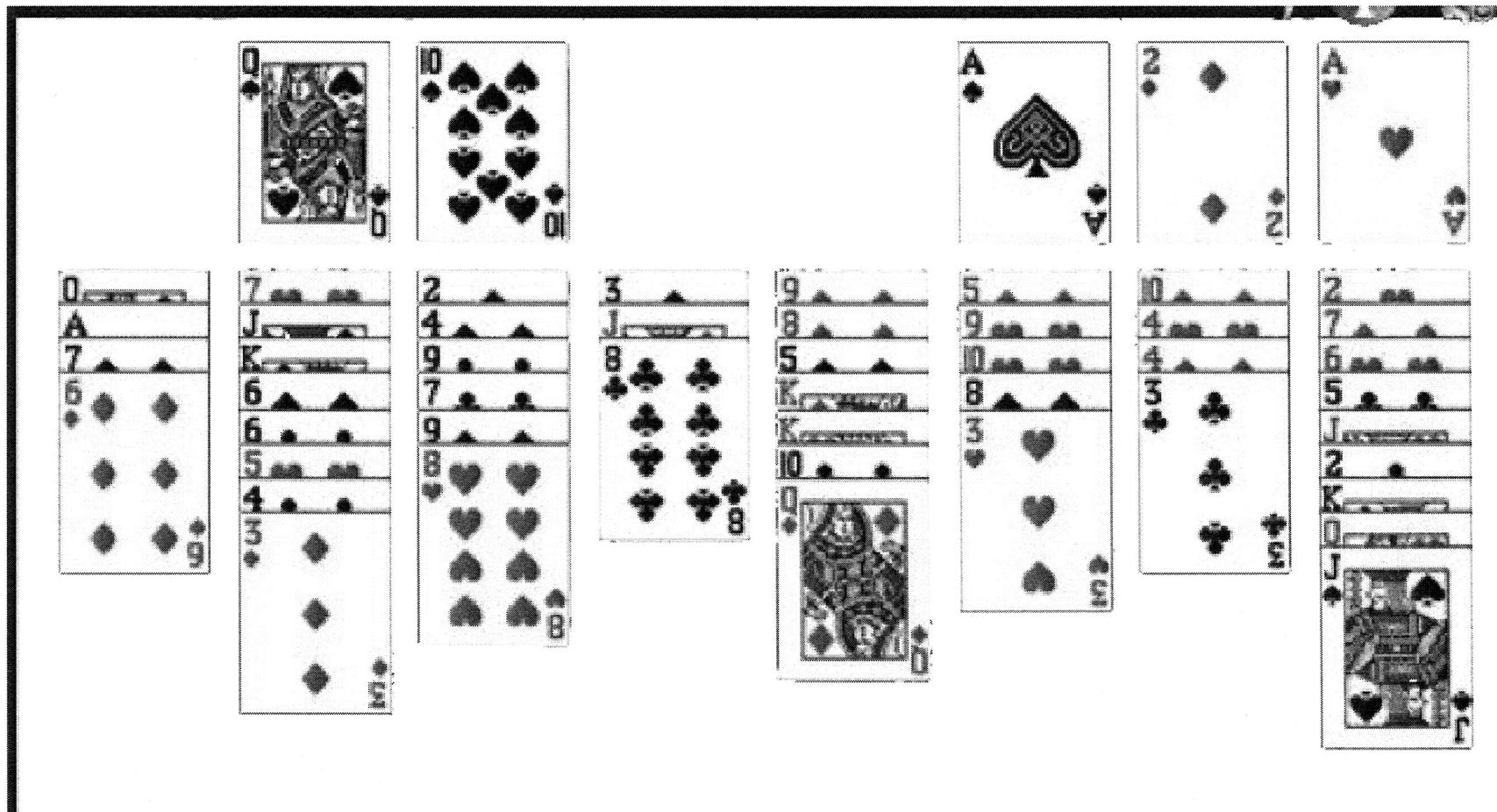
EPISODE #

Production :

1025-193

Page 54

* BG Reference for sc. 47



ADVENTURE TIME



Page 56

Sc. 48

Pnl. B

Bg.

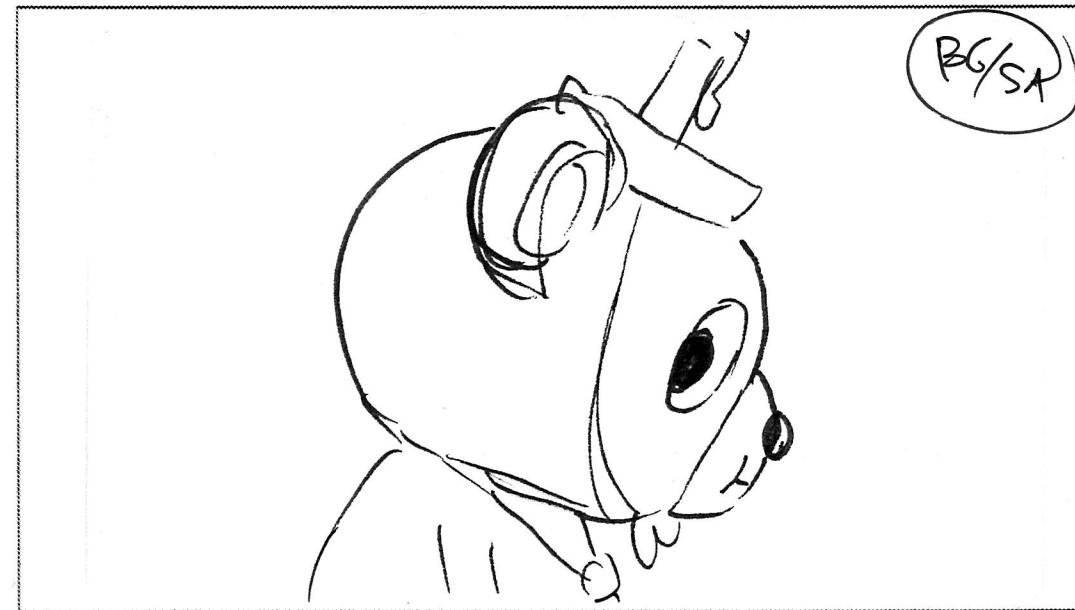
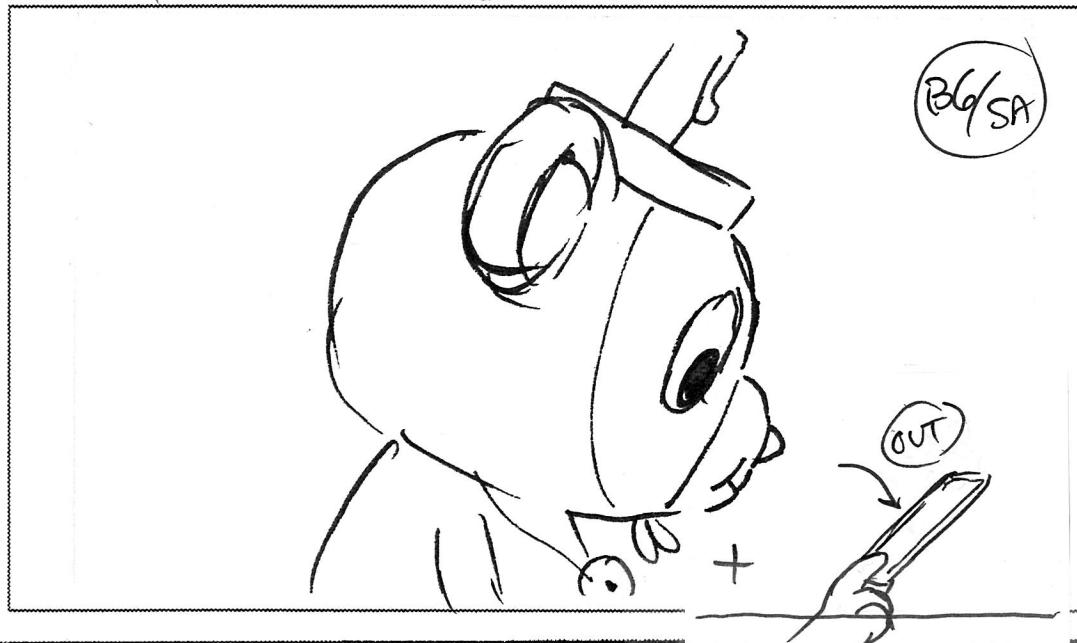
day night

Sc. 48

Pnl. C

Bg.

day night



Dialog:

① (STOPs whistling)

② puts card down
as though
punctuation

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



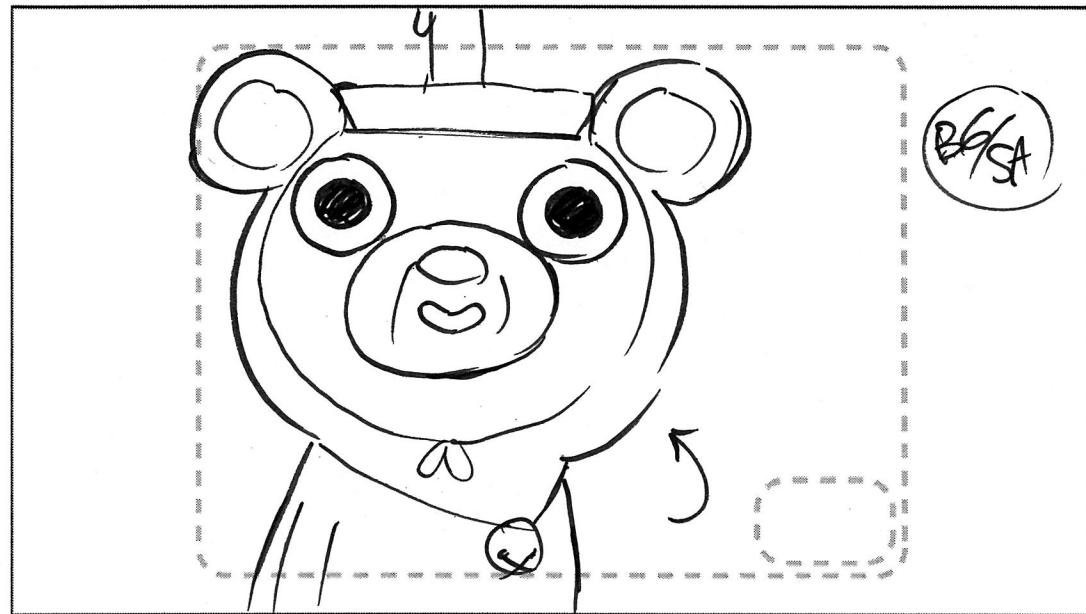
Page 57

Sc. 48

Pnl. D

Bg.

day night

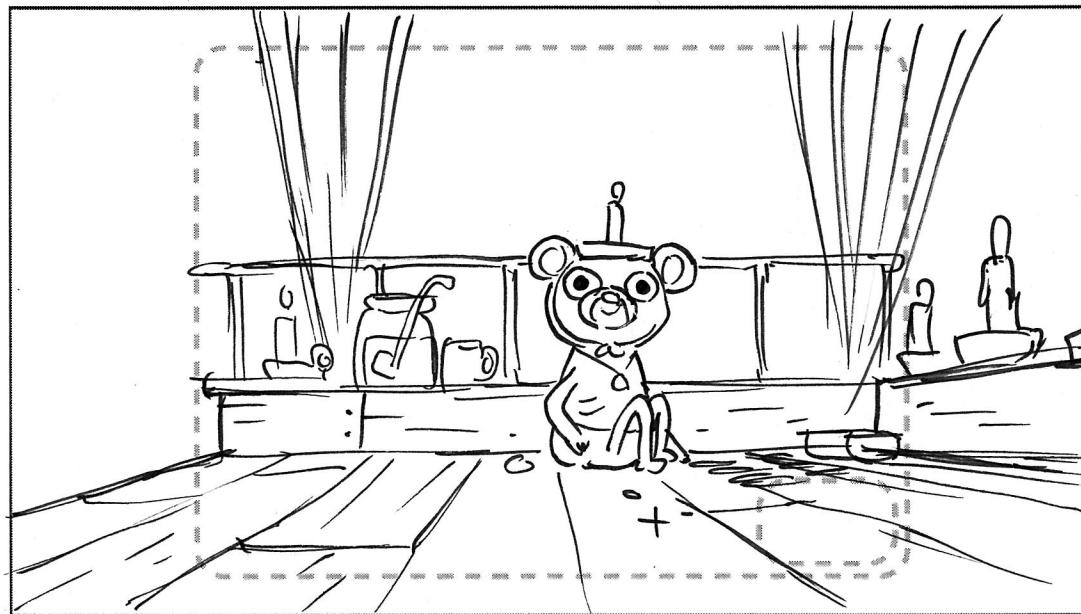


Sc. 49

Pnl. A

Bg.

day night



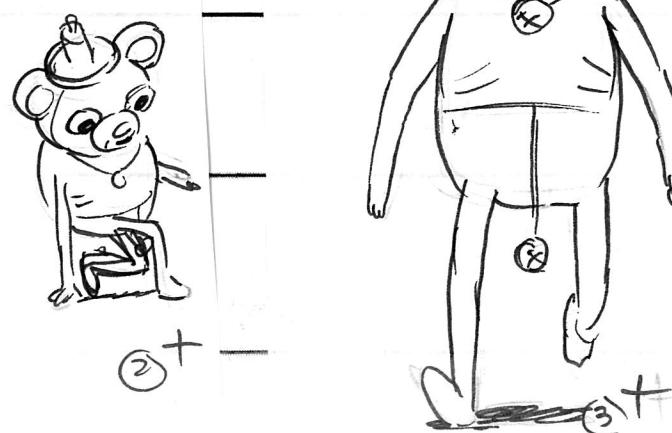
Dialog:

SEVEN:) Oh good - you're awake!

Action:

Timing:

SEVEN:) Good good good →



EPISODE #

Production :

1025-193

Sc. 49

Pnl.

B

Bg.

day night

Sc.

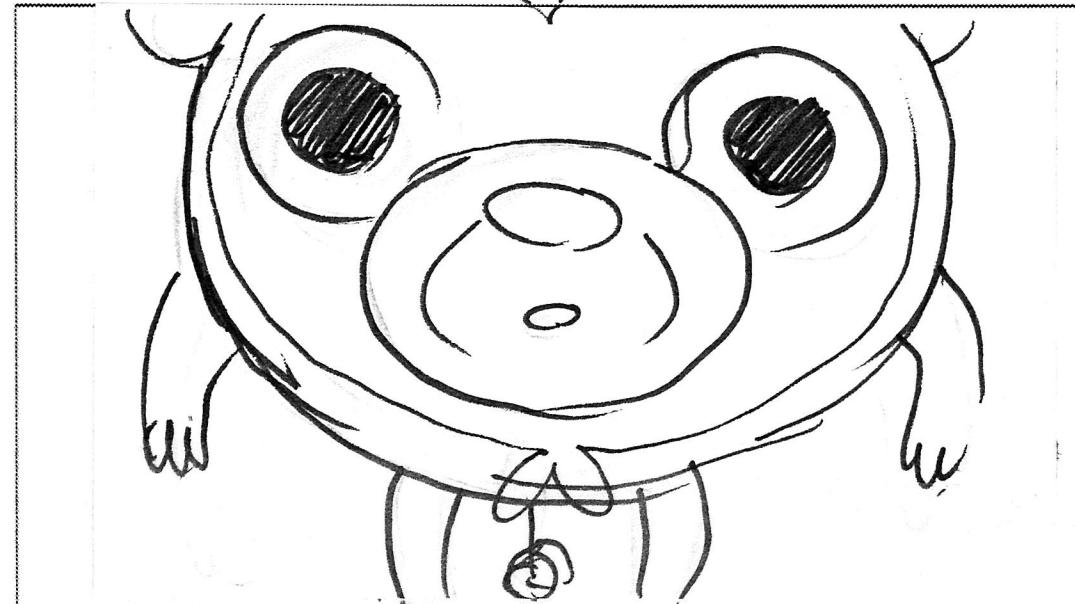
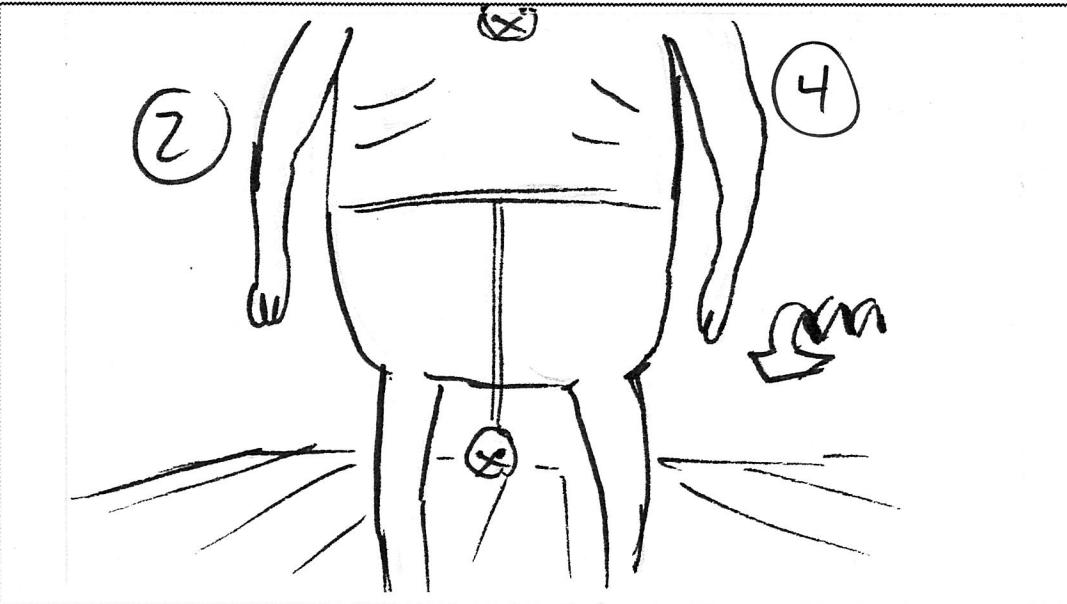
49

Pnl.

C Bg.

day night

Page 58



Dialog:

⑦ good good

⑦ How are you
feeling

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 59

Sc. 50

Pnl. A

Bg.

day night

Sc. 50

Pnl. B

Bg.

day night



Dialog:

J: mm... my...
cabbage

S.P.

J: what
happened?

Action:

sches a
little ...

Timing:

EPISODE #

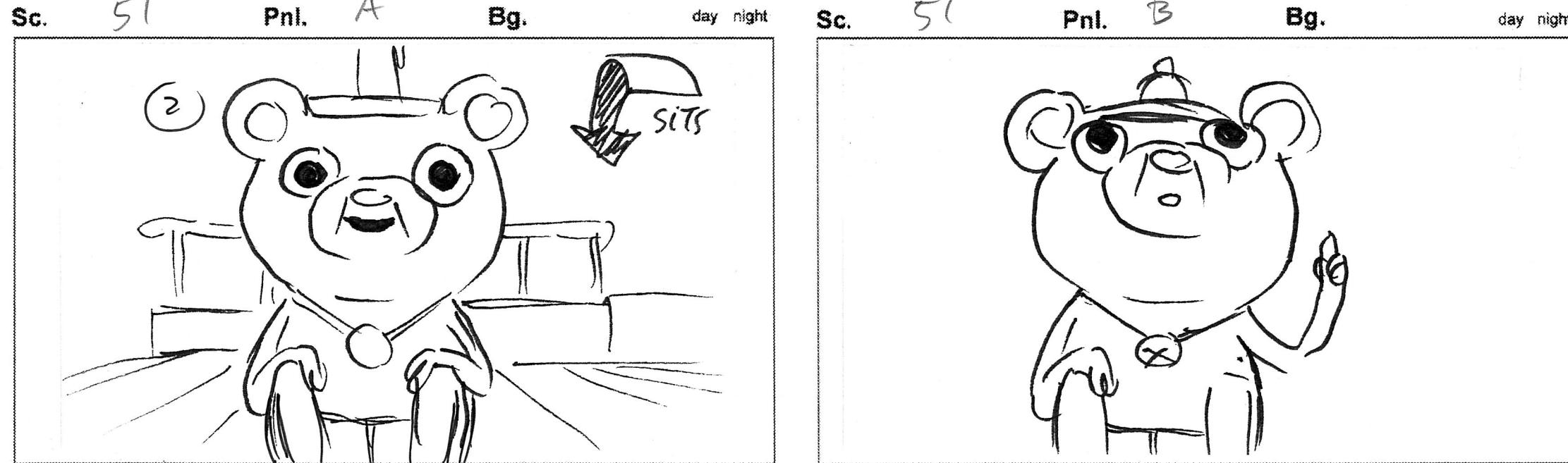
Production :

1025-193

ADVENTURE TIME



Page 60



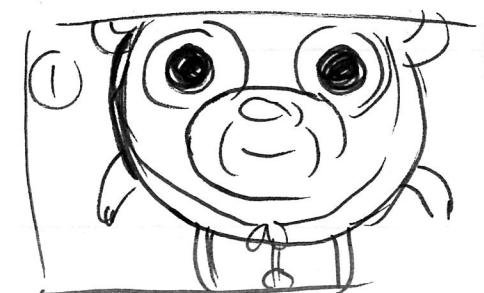
Dialog:

(7) Well, here I was
playing some freecell,

→ and then: Wow -
you fell down
the hole.

Action:

Timing:



Production:

1025-193

EPISODE #

ADVENTURE TIME



61.

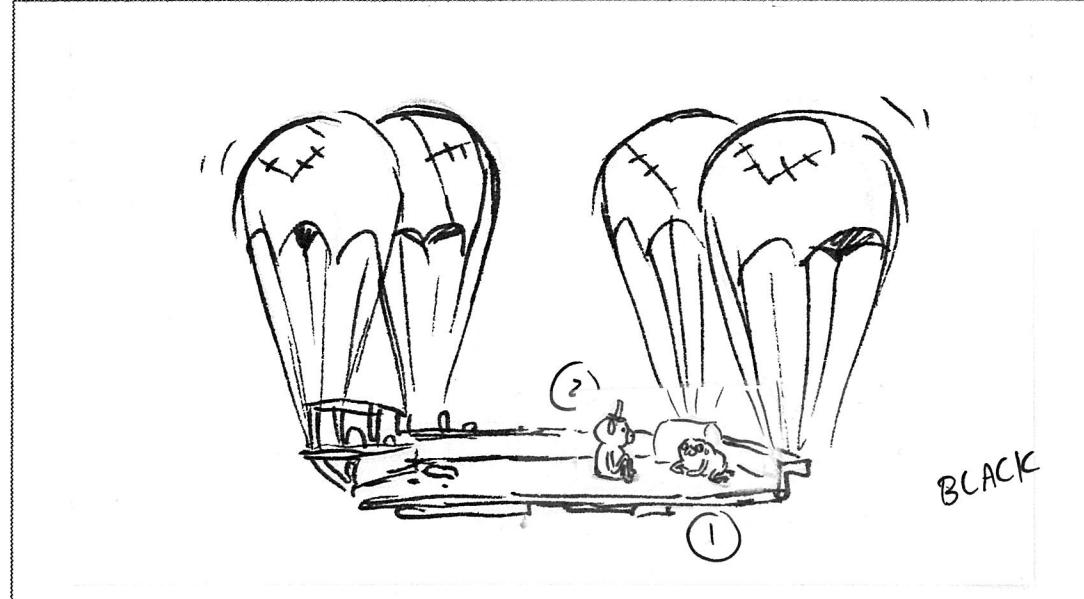
Page _____

Sc. 52

Pnl. A

Bg.

day night

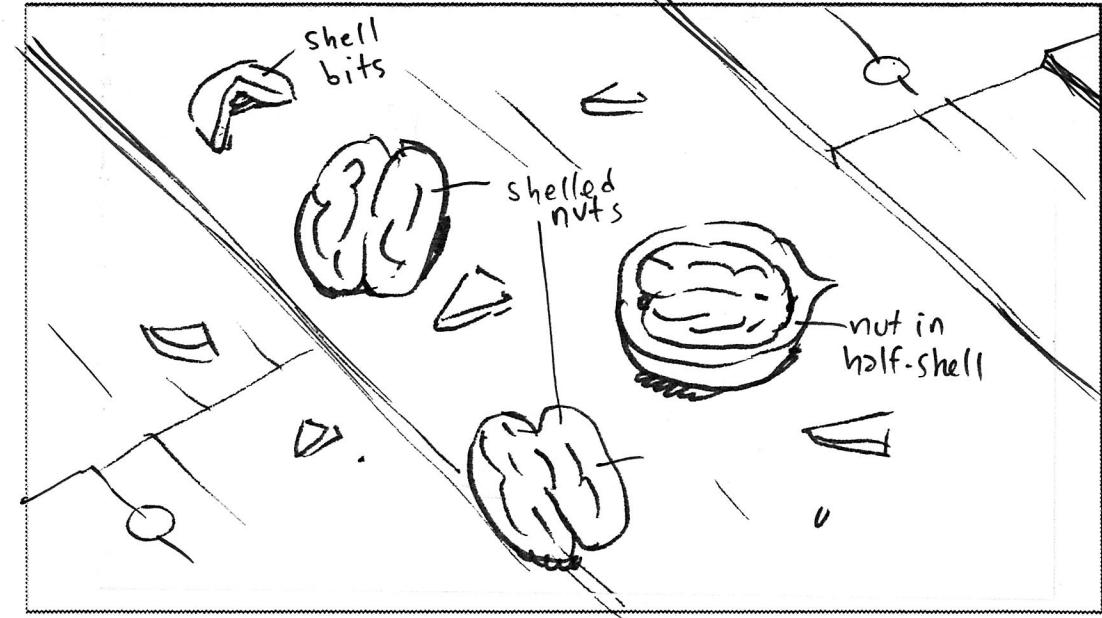


Sc. 53

Pnl. A

Bg.

day night



Dialog:

(1) You bounced off
parachute #2 and
landed on 3 old
walnuts.

H.U.
BED

- BEAT -

Action:

Timing:



Jake sits up.



EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 62

Sc.

54

Pnl.

A

Bg.

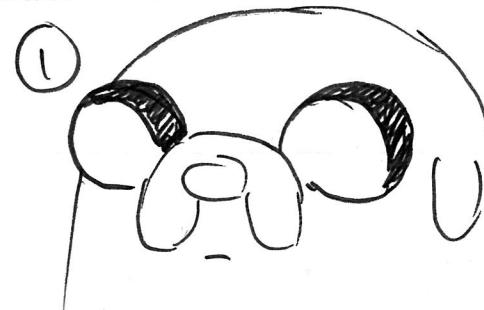
day night



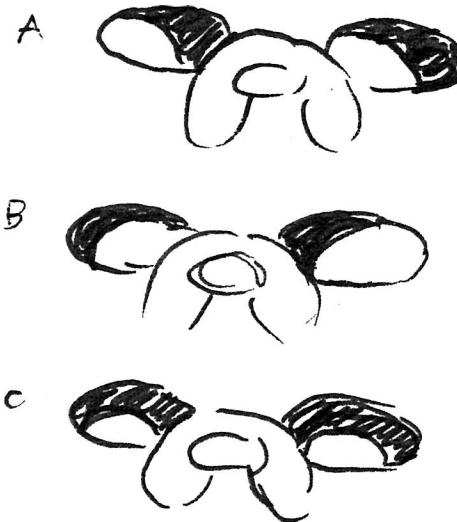
Dialog:

J: ^②mm.. wait...
J: ^(A)parachute?.. ^(B)hole...
J: ^(C)walnuts...
^(A) fell down.,

Action:



Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



63

Page _____

Sc.

54

Pnl.

B

Bg.

day night

Sc.

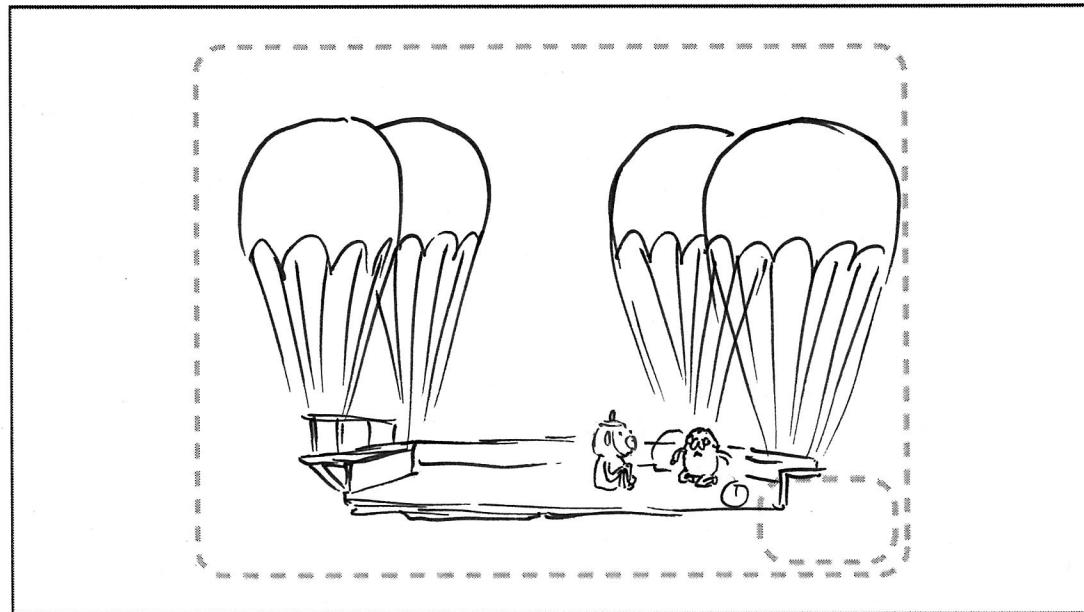
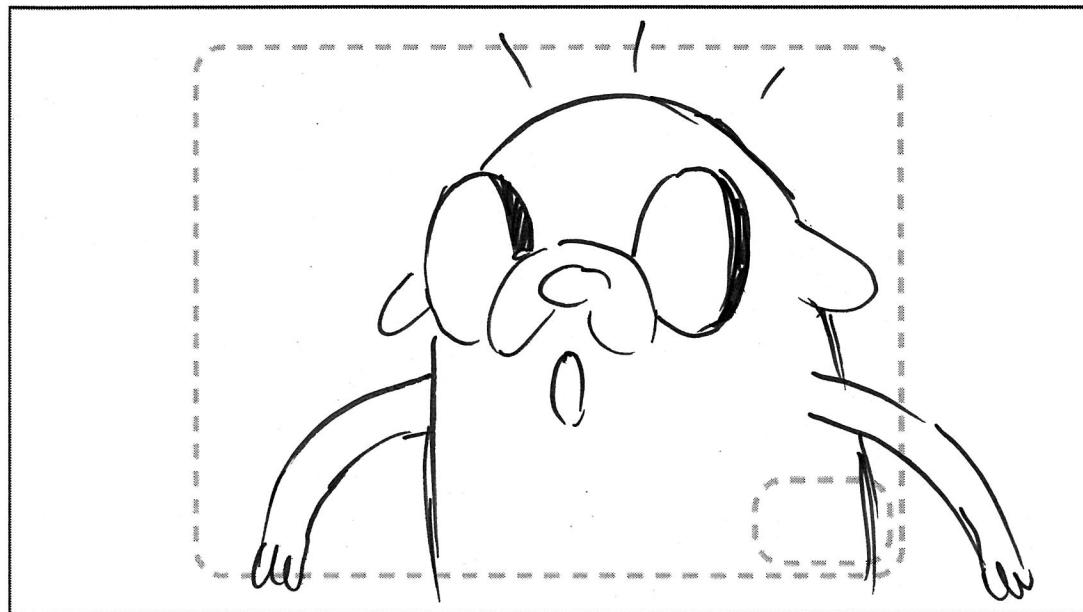
55

Pnl.

A

Bg.

day night



Dialog:

J: Wait! →

→ J. ② You mean we're falling right now?

Action:



Timing:

Production :

1025-193

ADVENTURE TIME



Page 64

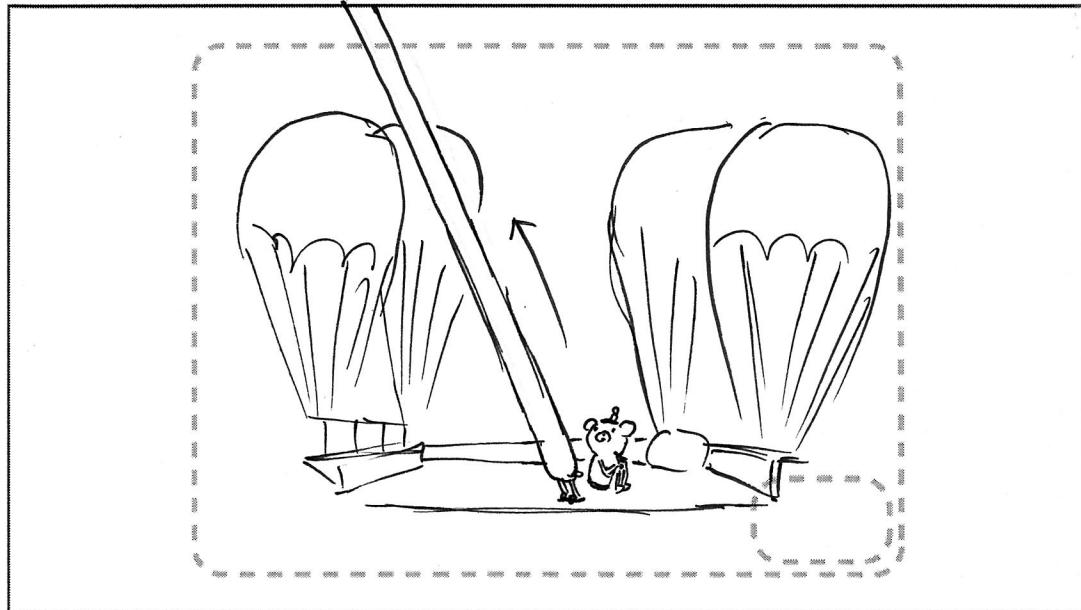
Sc. 55

Pnl.

B

Bg.

day night



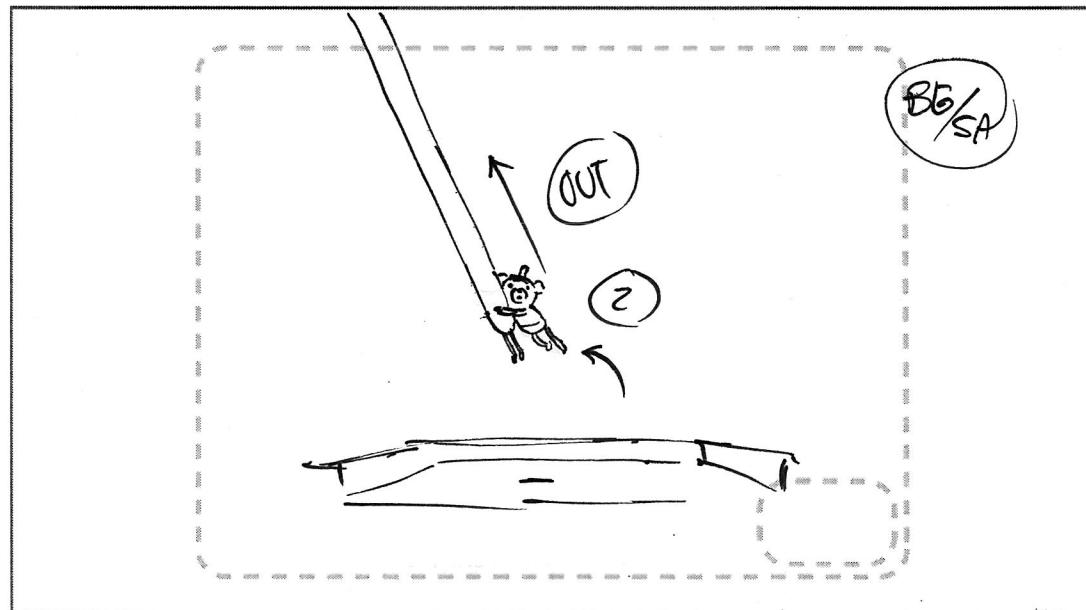
Sc. 55

Pnl.

C

Bg.

day night



Dialog: (J)(fast) thanks for your help buddy
but I gotta go!

Seven: Whoa - hold up, →

Action: - Jake stretches offscreen.

Timing:

- Seven grabs hold of
Jake and rides off screen.

EPISODE #

Production :

1025-193

ADVENTURE TIME

Sc.

56

Pnl. A

Bg.



day night

Dialog:

SFX: * streeetch → *(Seven)* → what's your hurry?

Action:

Seven stretches in, then speaks.

Timing:



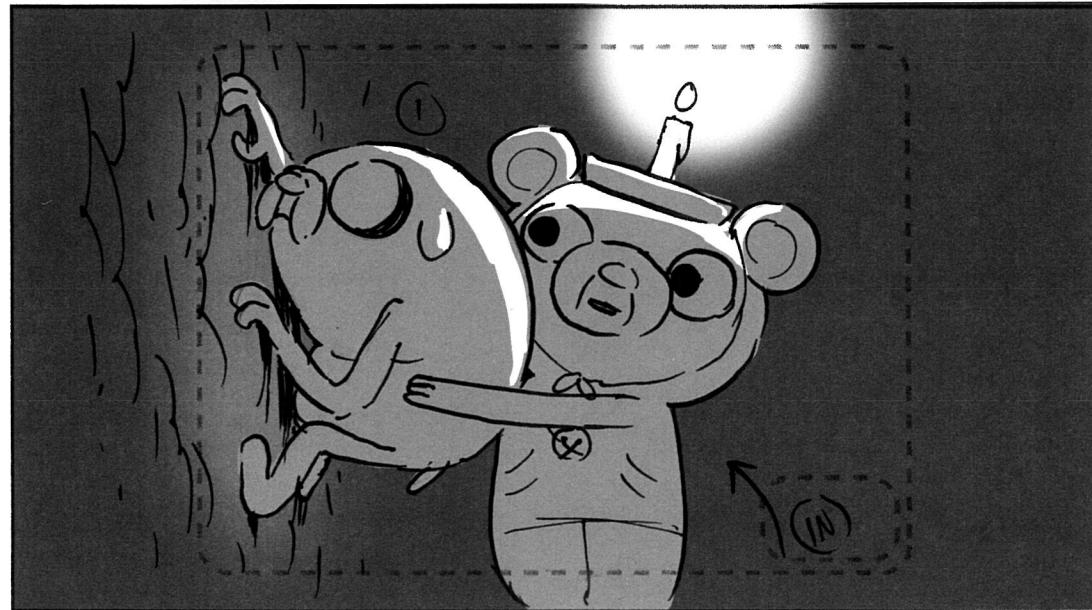
Page 65

day night

Sc. 56

Pnl. B

Bg.



EPISODE #

Production :

1025-193

ADVENTURE TIME



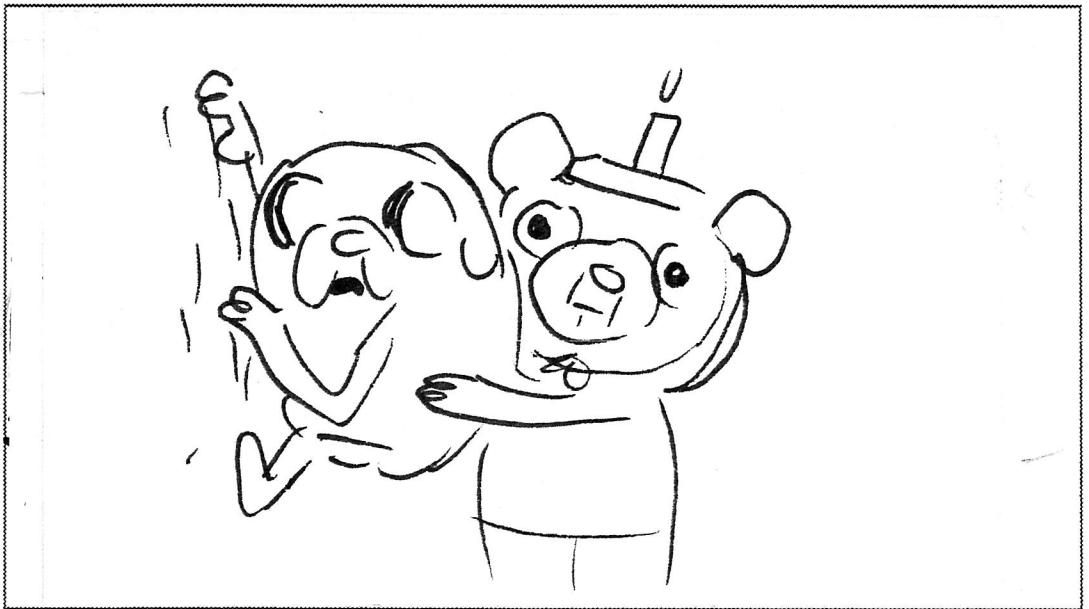
Page 66

Sc. 56

Pnl. C

Bg.

day night

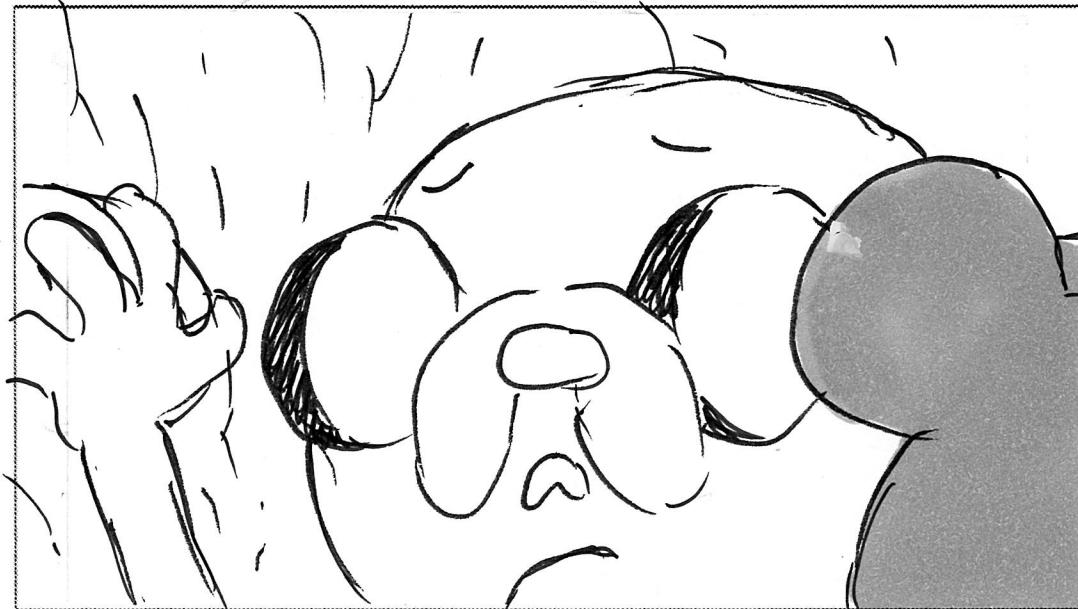


Sc. 57

Pnl. A

Bg.

day night



Dialog:

(J) My friend's
still up top -
he could be
looking for me -

Action:

-

Timing:

(J) or, he could
be in trouble

EPISODE #

Production :

1025-193

ADVENTURE TIME



67

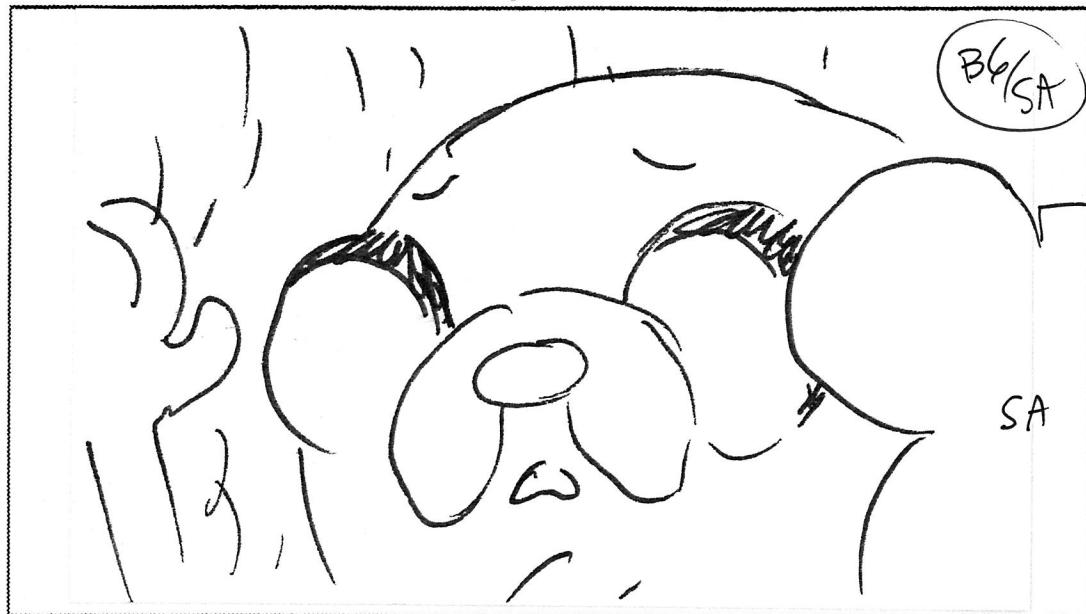
Page _____

Sc. 57

Pnl. B

Bg.

day night



Sc. 57

Pnl. C

Bg.

day night



Dialog:

J: And every second
I'm down here
I'm falling further
away!

Action:

Timing:

J: I gotta
get back

Production :

EPISODE #

1025-193

ADVENTURE TIME



Page 68

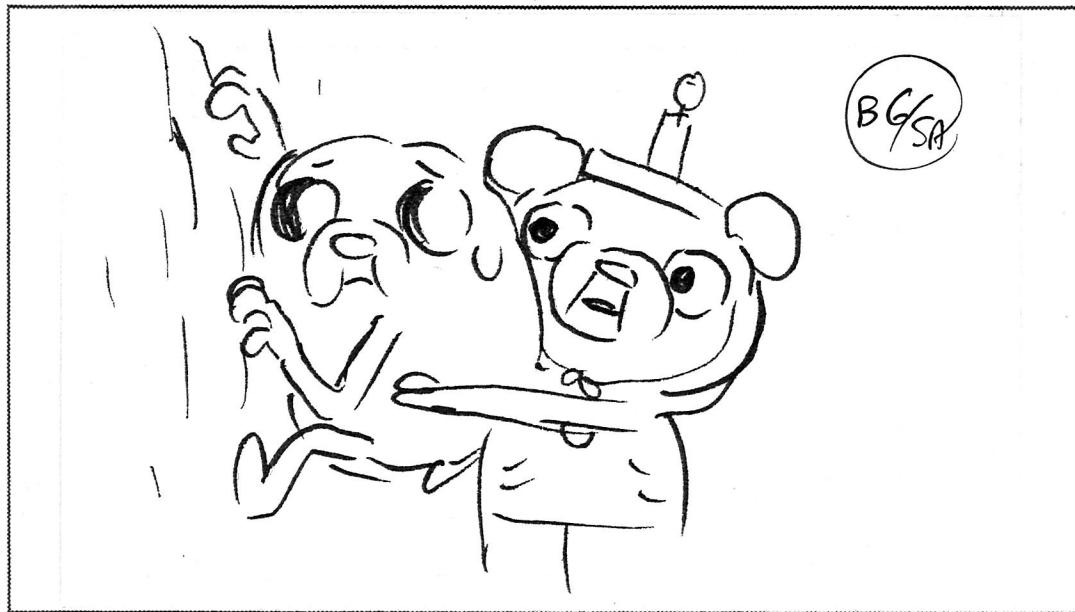
Sc.

58

Pnl. A

Bg.

day night



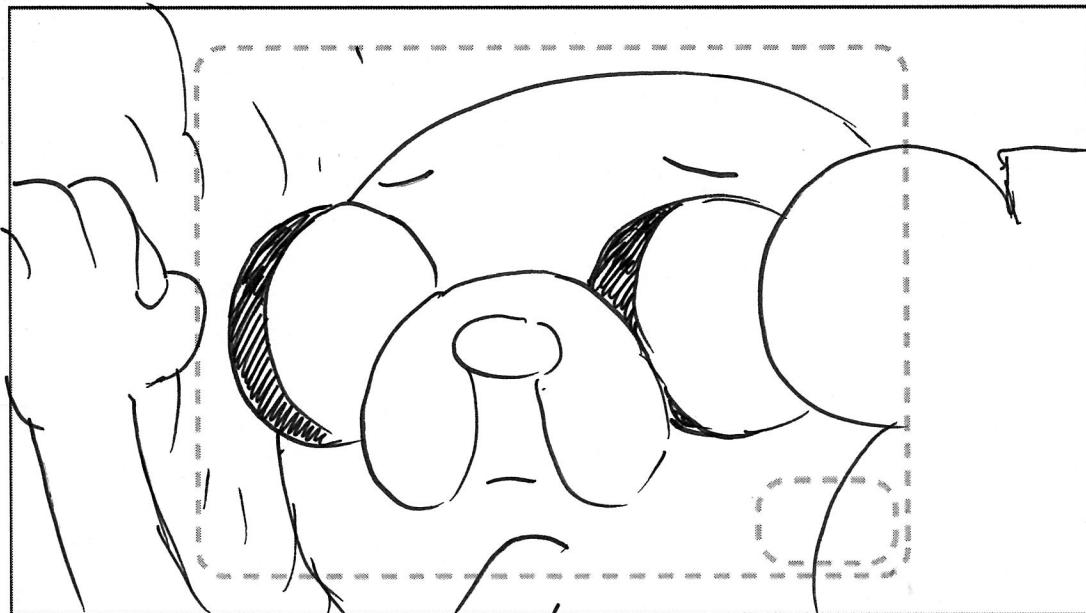
Sc.

59

Pnl. A

Bg.

day night



Dialog:

(Sever:) hm- I think that's
a pretty bad idea, →

- BEAT-

do we need
this reaction
shot? ...
Not sure...
- Tom

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 69

Sc.

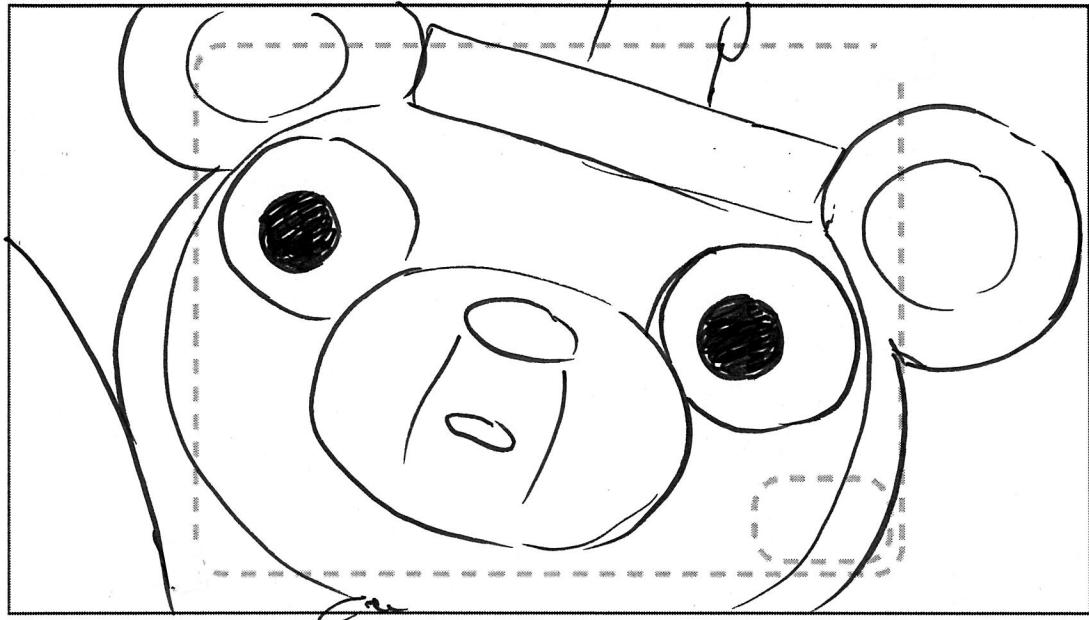
60

Pnl.

A

Bg.

day night

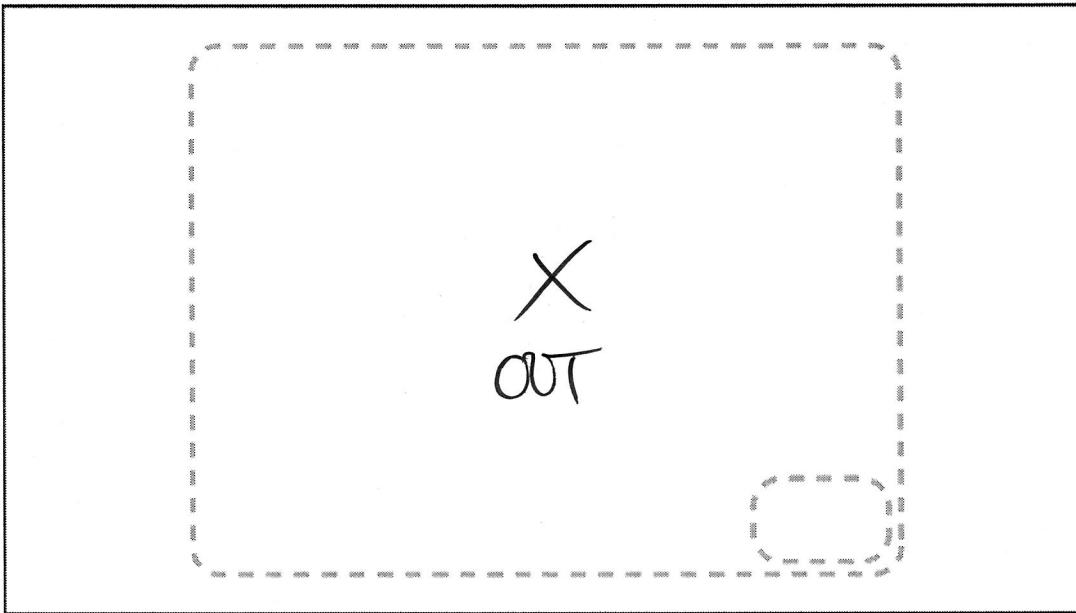


Sc.

Pnl.

Bg.

day night



Dialog:

Señor: You were unconscious while you were falling, remember?

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



70

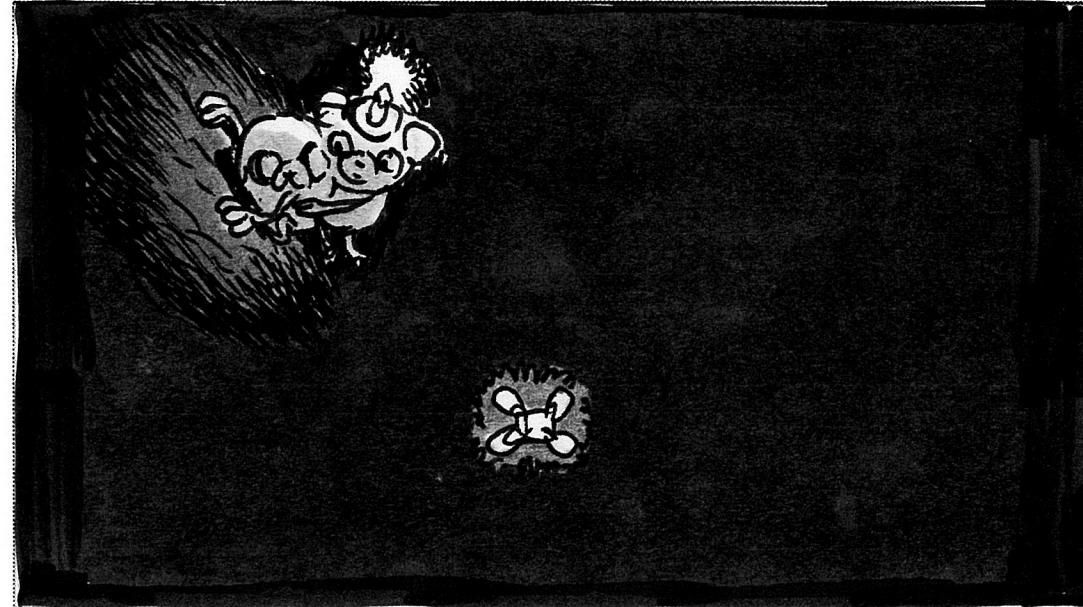
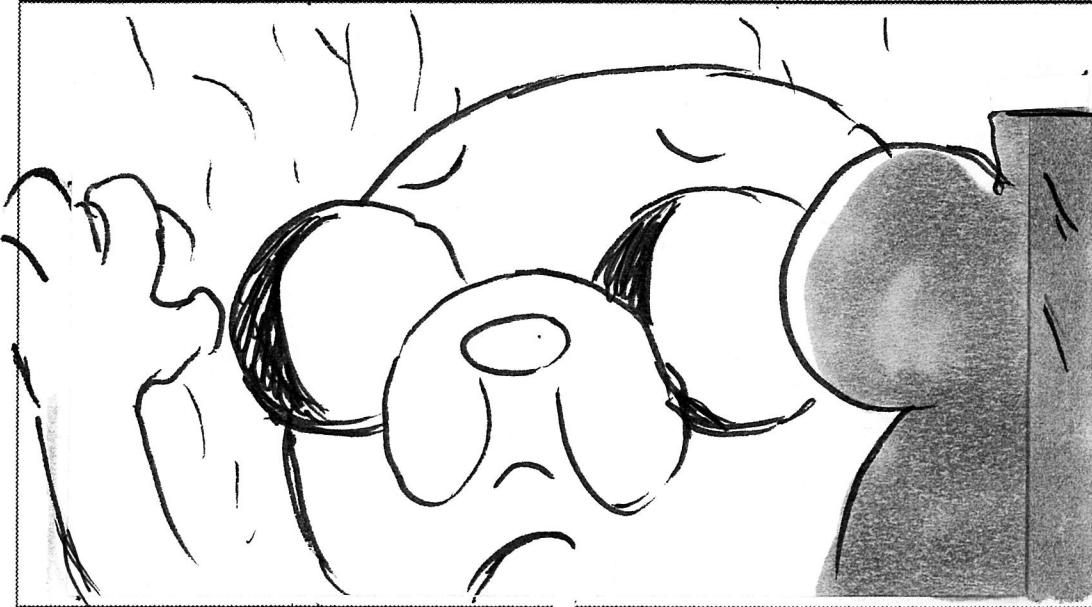
Page _____

Sc. 61 Pnl. A Bg.

day night

Sc. 62 Pnl. A Bg.

day night



EPISODE #

1025-193

Dialog:

⑦ (OS) So you might
have been falling
for weeks, or
even months.

Action:

Timing:

⑦ : → trust me, it's possible-
this is a very
deep hole.

- platform doesn't sink

Production :

ADVENTURE TIME



71

Page _____

Sc. 63

Pnl. A

Bg.

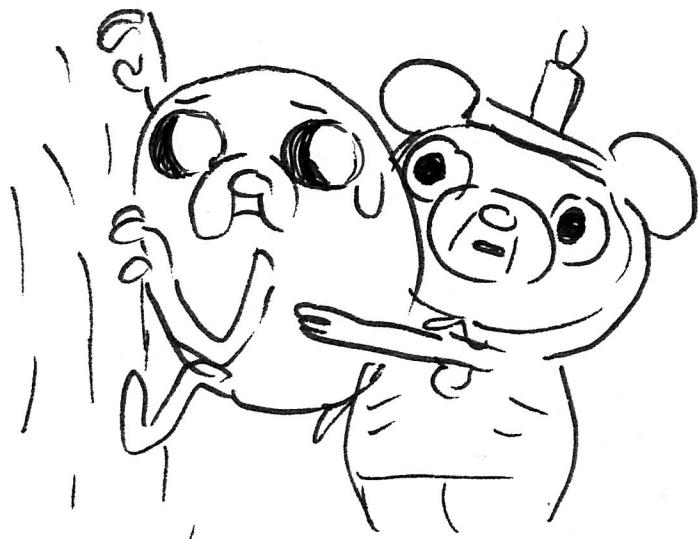
day night

Sc. 63

Pnl. B

Bg.

day night



EPISODE #

1025-193

Dialog:

(J:) If you try to
climb out, you
could
run out of food

Action:

(J:) But - I've
gotta do
something...

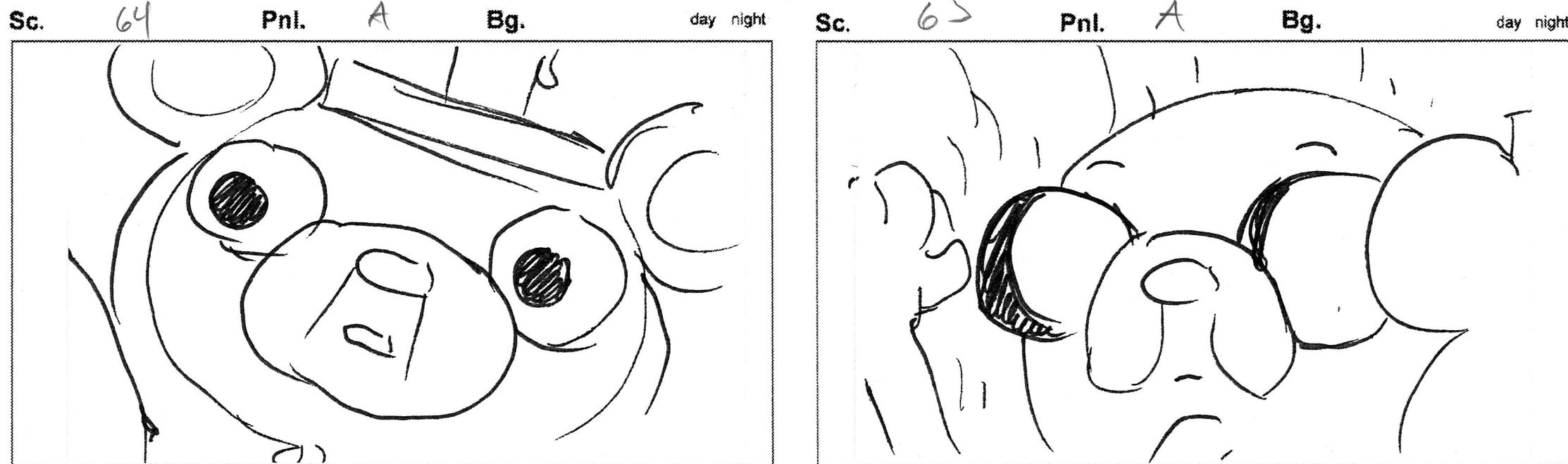
Timing:

Production :

ADVENTURE TIME



Page 72



Dialog:

SEVEN: Well, I feel like
you should probly
not starve to death,
→

Action:

Timing:

SEVENOS → So that
when your friend
comes looking you're
still alive.

EPISODE #

Production :

1025-193

ADVENTURE TIME



73

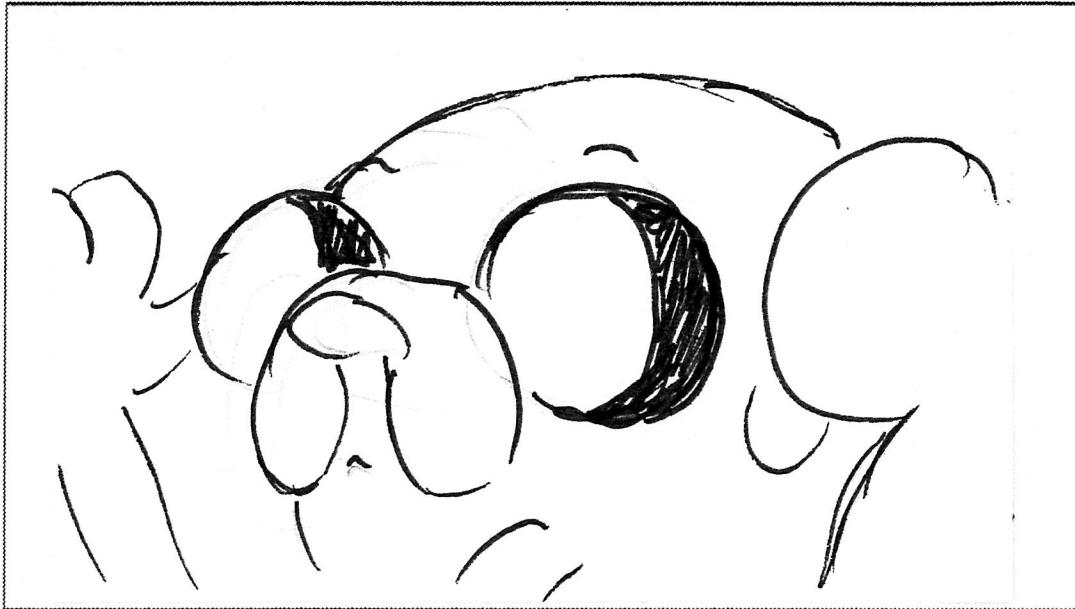
Page _____

Sc. 65

Pnl. B

Bg.

day night

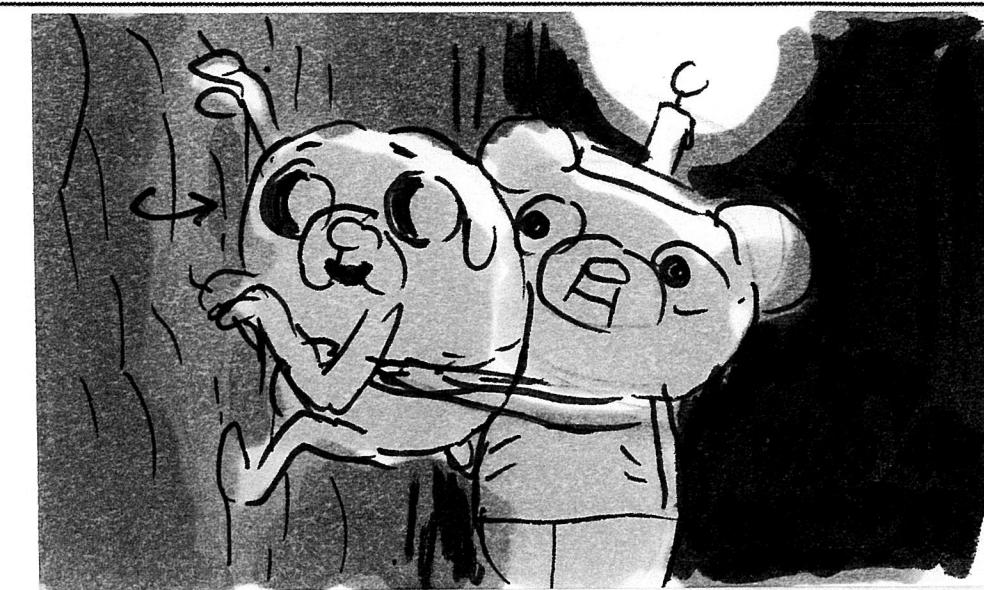


Sc. 66

Pnl. A

Bg.

day night



EPISODE #

1025-193

Dialog:

(J:) Hmm...

Action:

Timing:

(J:) y'know I
think you're
right.

Production :

ADVENTURE TIME



Page 74

Sc.

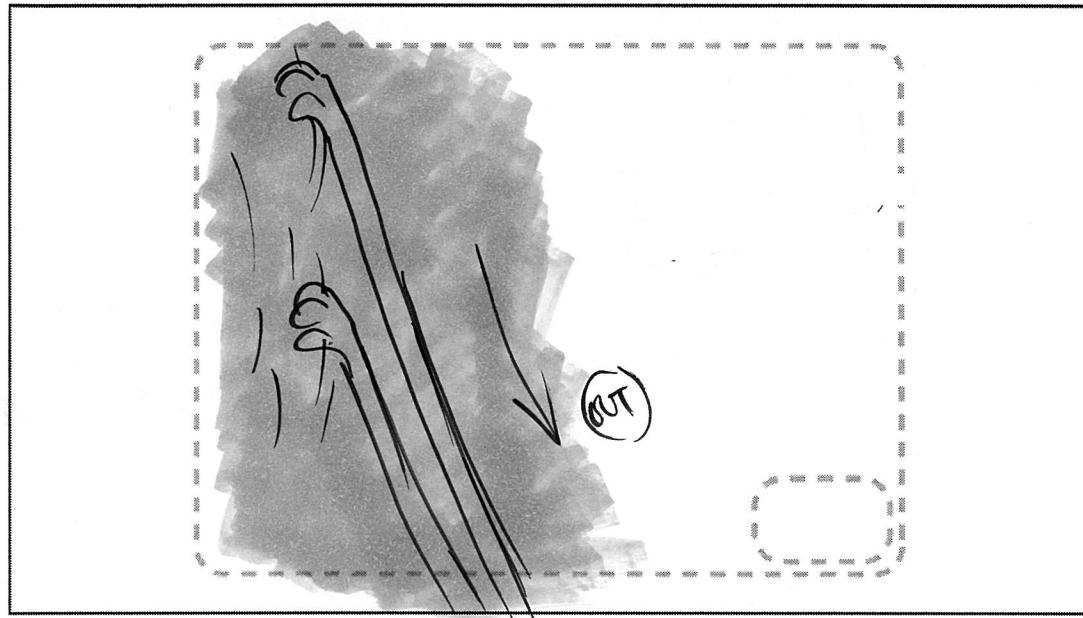
66

Pnl.

B

Bg.

day night



Sc.

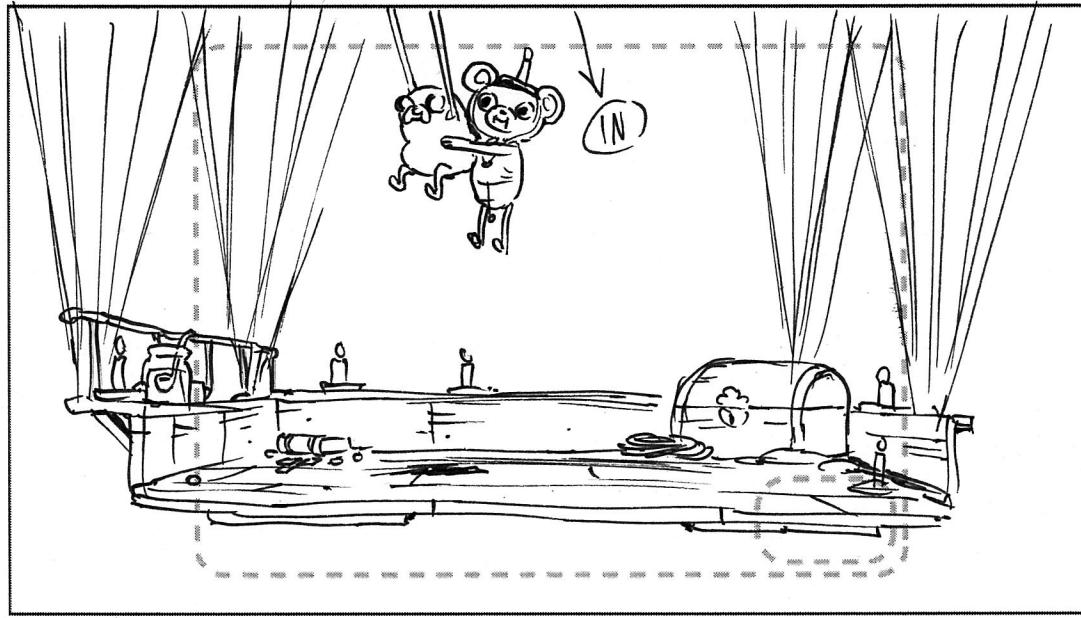
67

Pnl.

A

Bg.

day night



Dialog:

JAKE: Finn is a pretty heroic kid,
I gotta admit. →

J: He'll probly be here in
half a gif. [hard "G", like "gift"]

Action:

- rim lights fade, screen gets dark again
w/ no candle light.

- Jake stretches into screen.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 75

Sc.

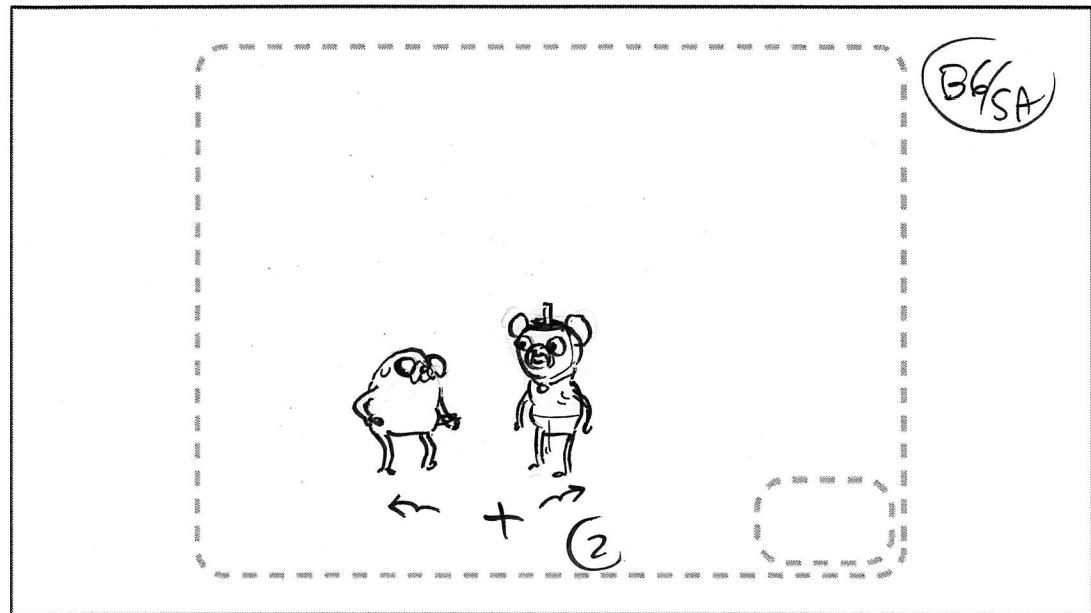
67

Pnl.

B

Bg.

day night



Sc.

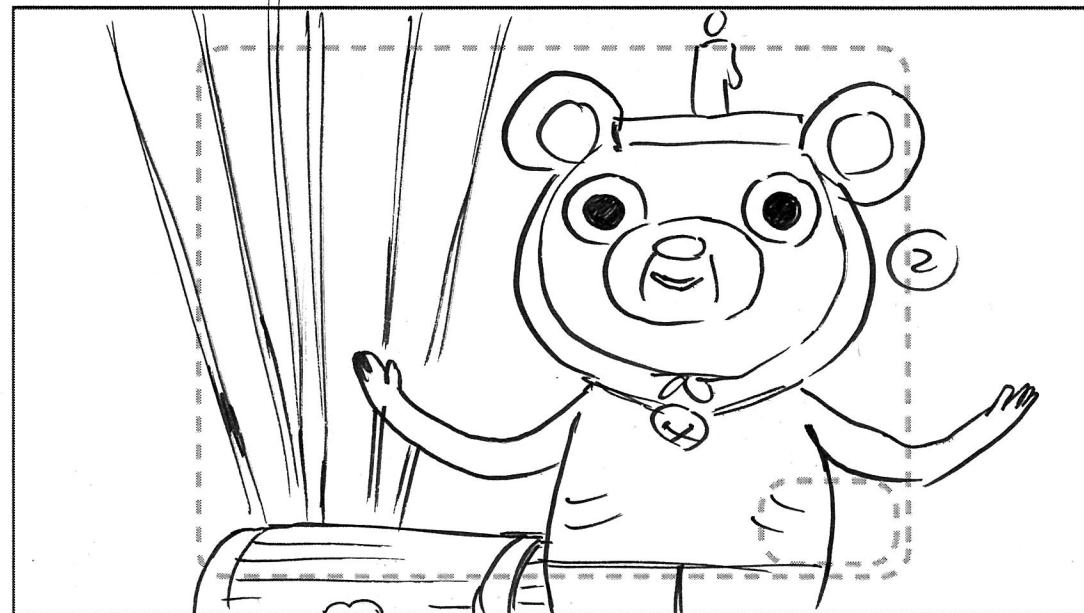
68

Pnl.

A

Bg.

day night



Dialog:

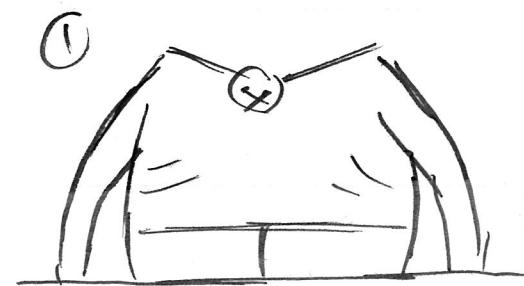
(SEVEN) (2): Oh good good - I
hope so. →

(SEVEN): Til then,
at home, → please make yourself

Action:



Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc.

68

Pnl.

B

Bg.

day night

Sc.

68

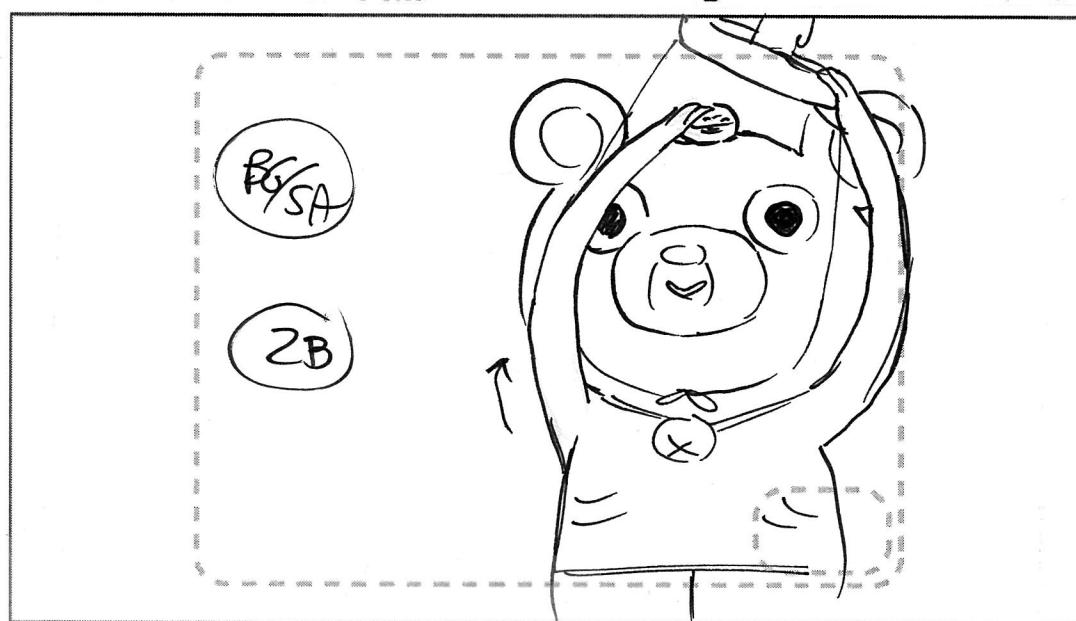
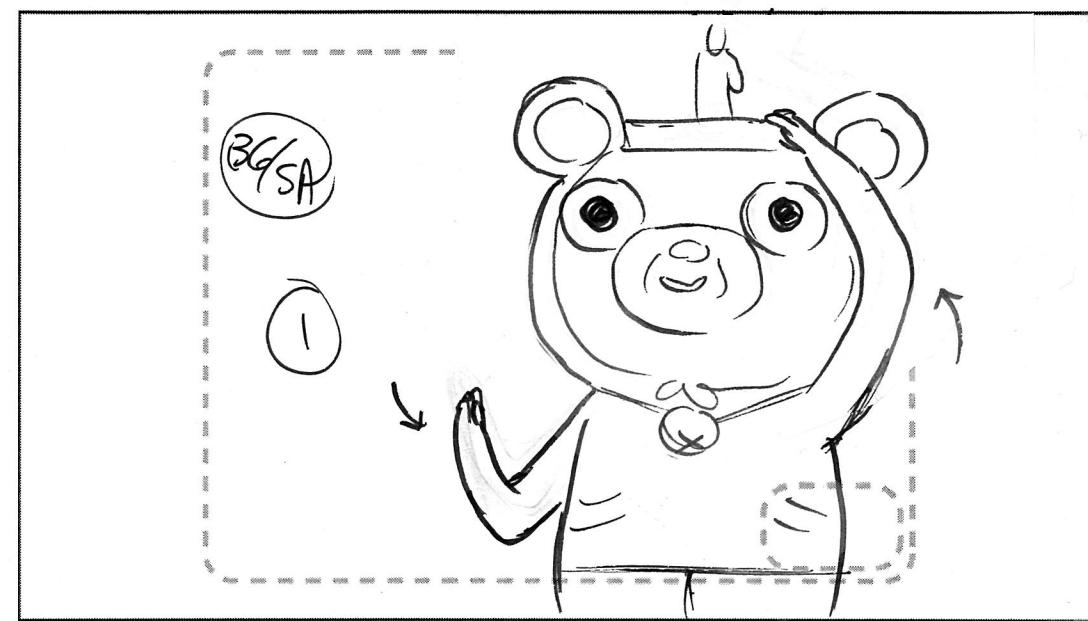
Pnl.

C

Bg.

Page

76



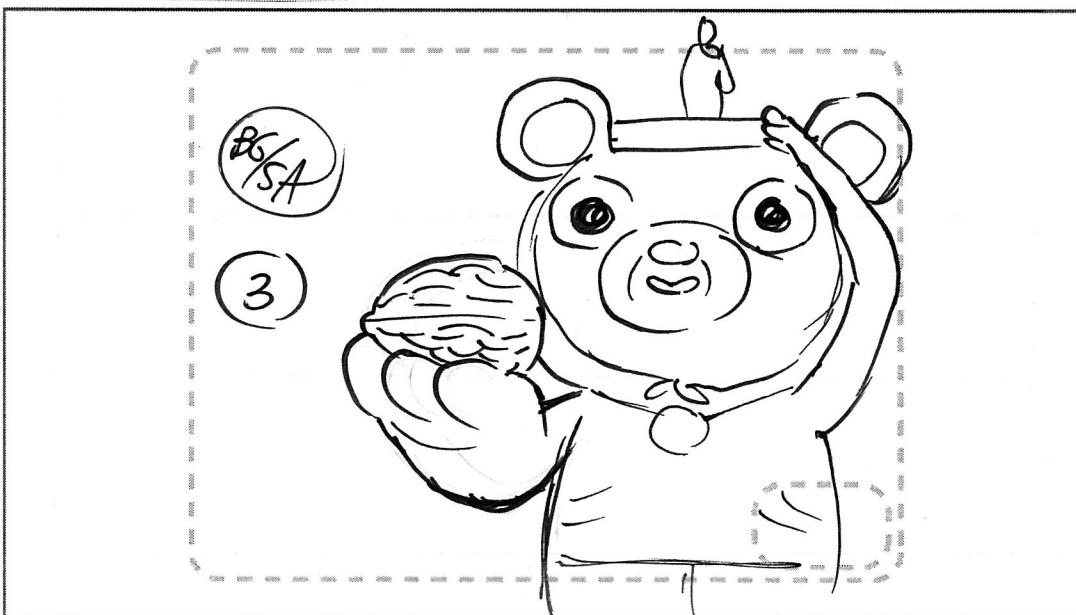
Dialog:

SEVEN: Here, have a walnut.

Action: - Seven offers Jake a walnut



Timing:



EPISODE #

1025-193

Production :

ADVENTURE TIME



Page 77

Sc.

69

Pnl. A

Bg.

day night

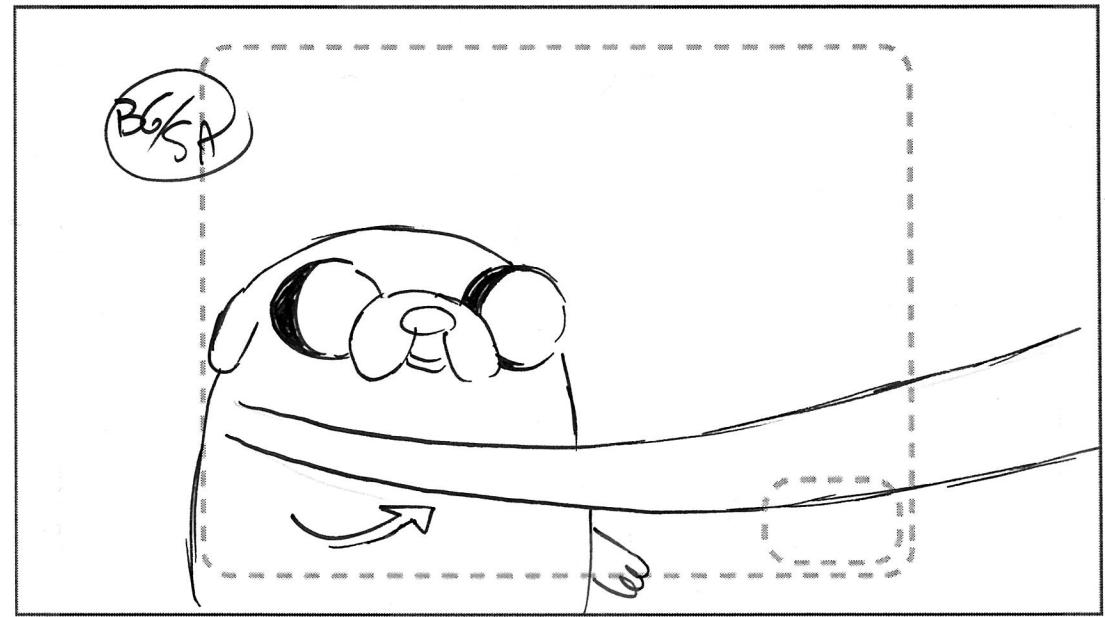
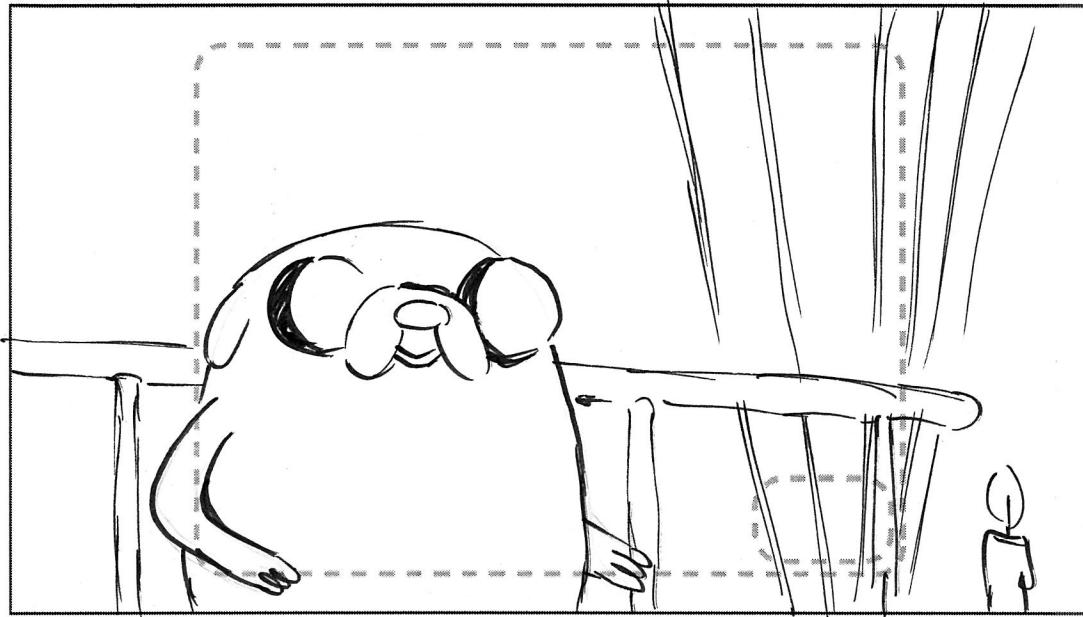
Sc.

69

Pnl. B

Bg.

day night



Dialog:

(JAKE) Thanks man, →

Action:

-Jake takes walnut from Seven, offscreen.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



day night

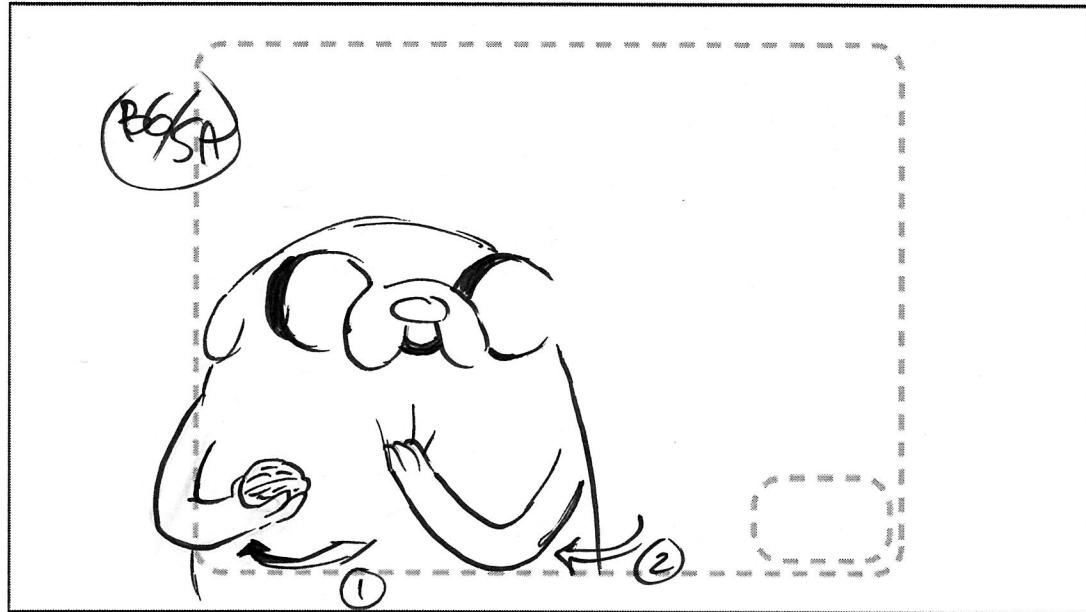
Sc.

69

Pnl.

C

Bg.



Sc.

70

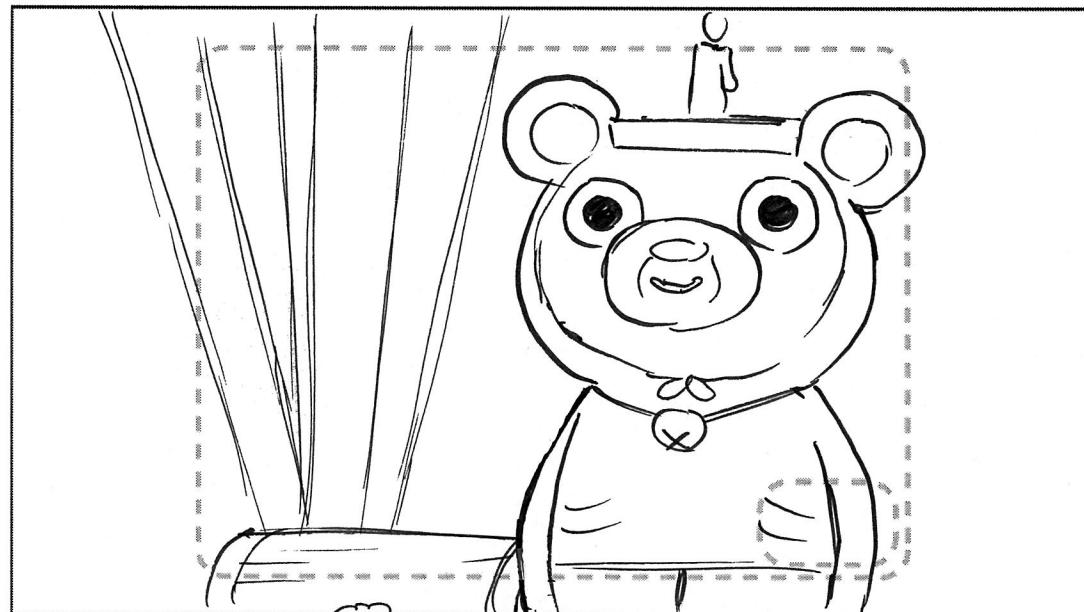
Pnl.

A

Bg.

Page 78

day night



Dialog:

JAKE → I'm Jake by the way.

SEVEN: Hi Jake -- I'm 7718.

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



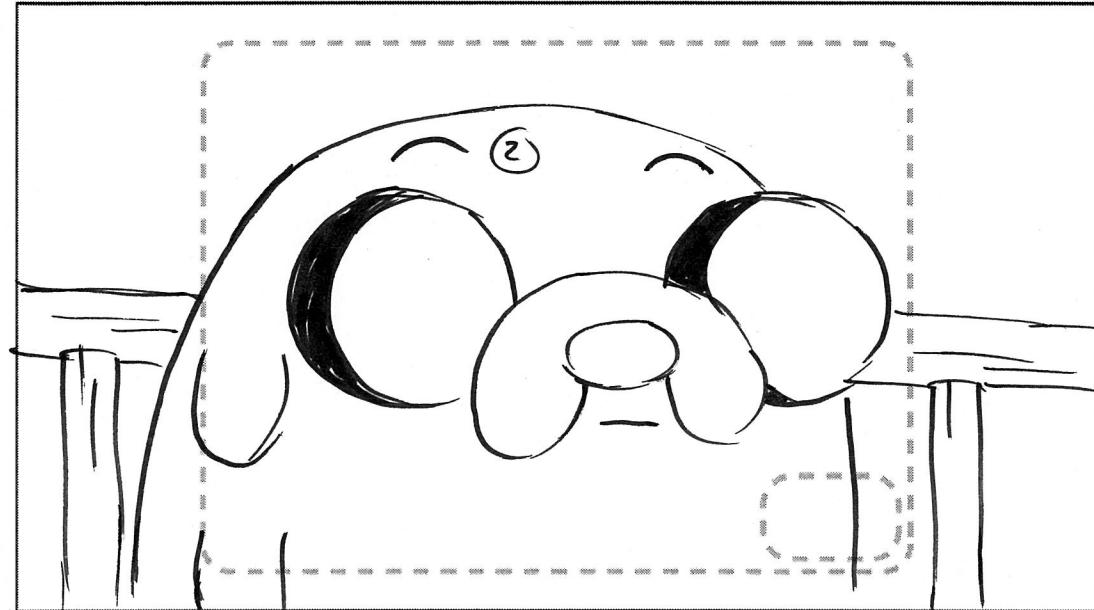
day night

Sc.

71

Pnl. A

Bg.



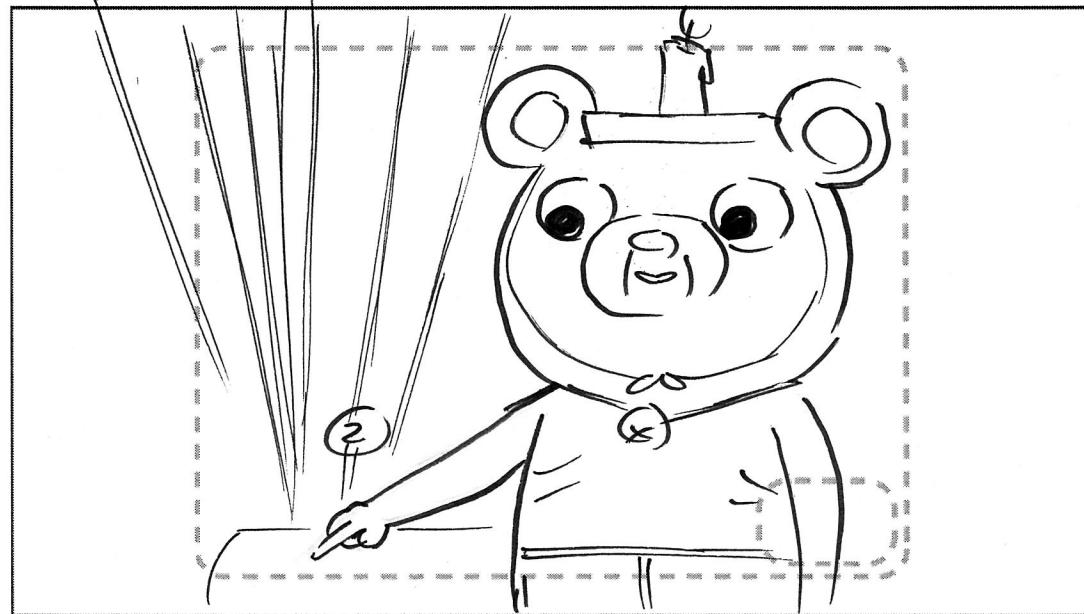
Sc.

72

Pnl. A

Bg.

day night



Dialog:

SEVEN GS ③: Strange name, I know –
but I'm pretty sure, →

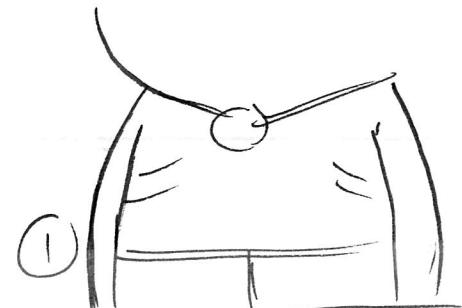
ALT: Strange name, right – but I'm pretty sure, →

SEVEN See I carved it in
the floor when I first
got down here, →

Action:



Timing:



EPISODE #

Production :

1025-193

Page 79

ADVENTURE TIME

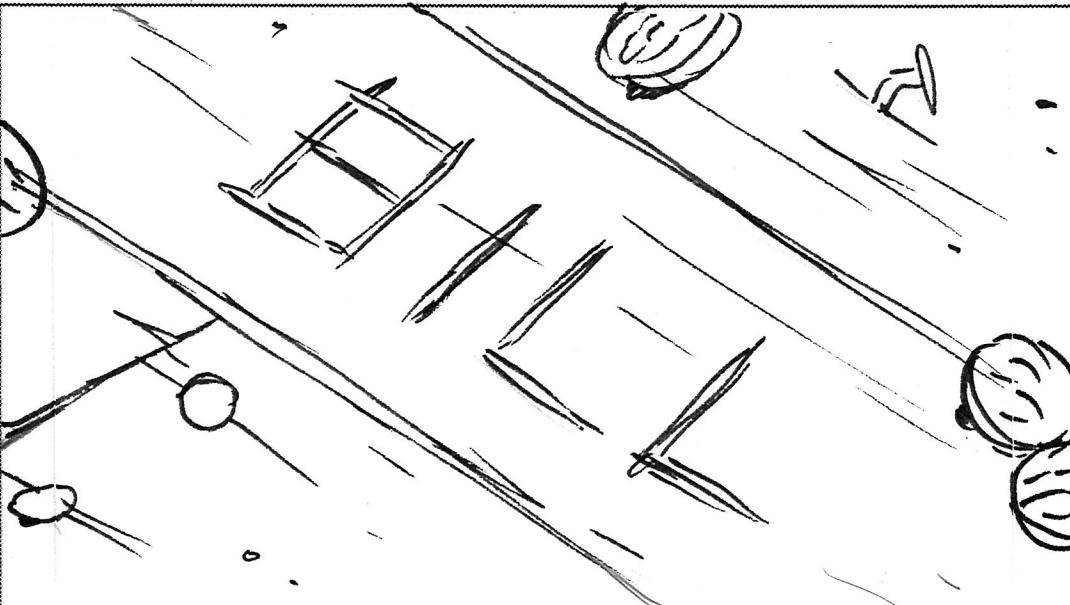


Page 80

Sc. 73 Pnl. A Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:

(70s) → so I
wouldn't
forget.

- BEAT -

Action:

Timing:



EPISODE #

Production :

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ADVENTURE TIME



Page 81

Sc. 75

Pnl.

A

Bg.

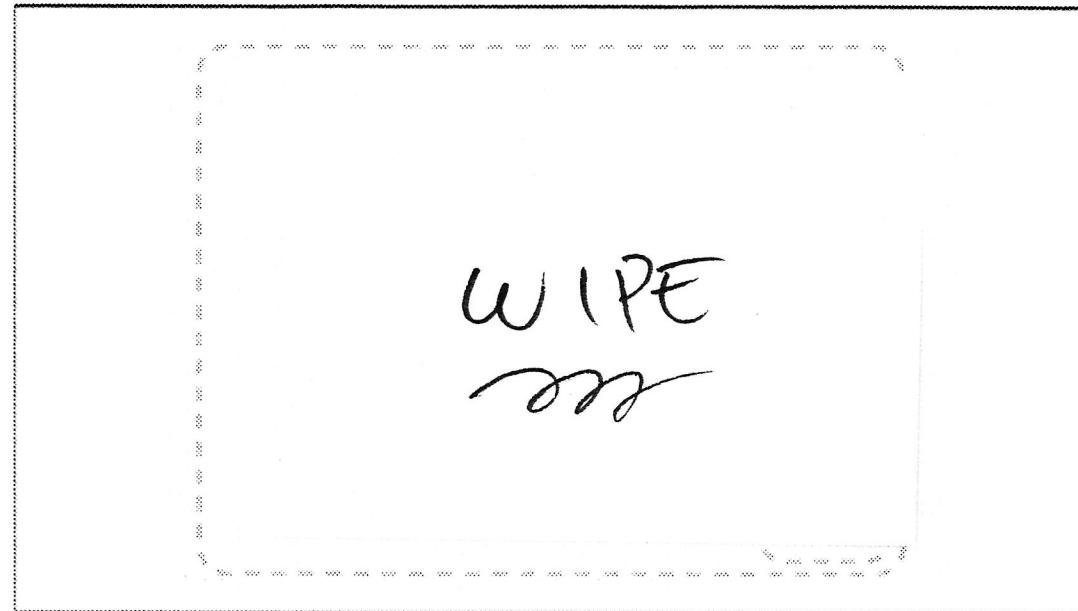
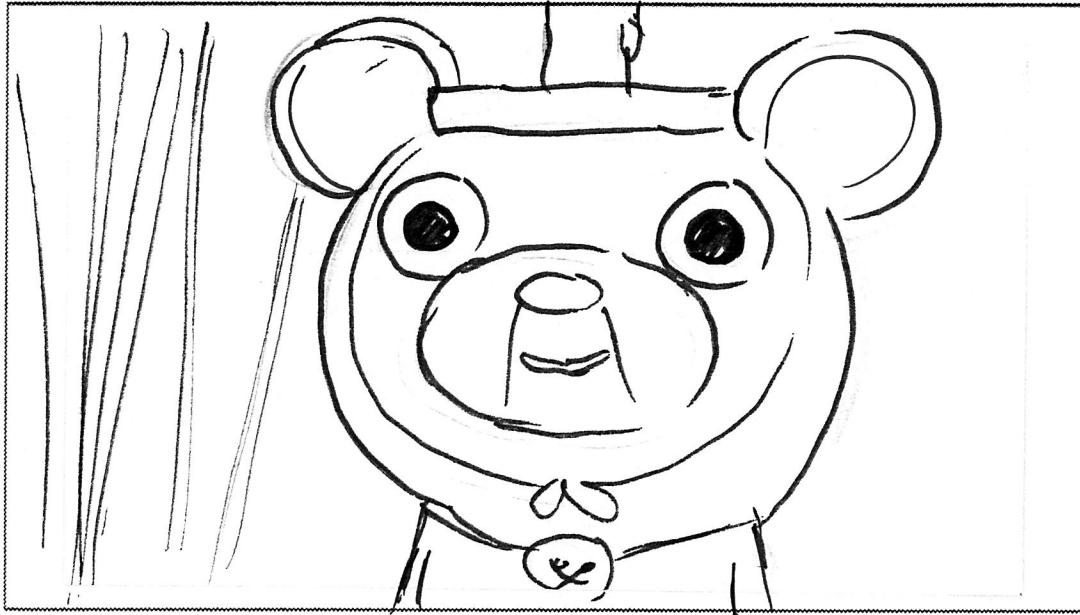
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(7.) But you can
call me 7
for short.

Action:

Timing:

Production:

1025-193

EPISODE #

ADVENTURE TIME



Page 82

Sc.

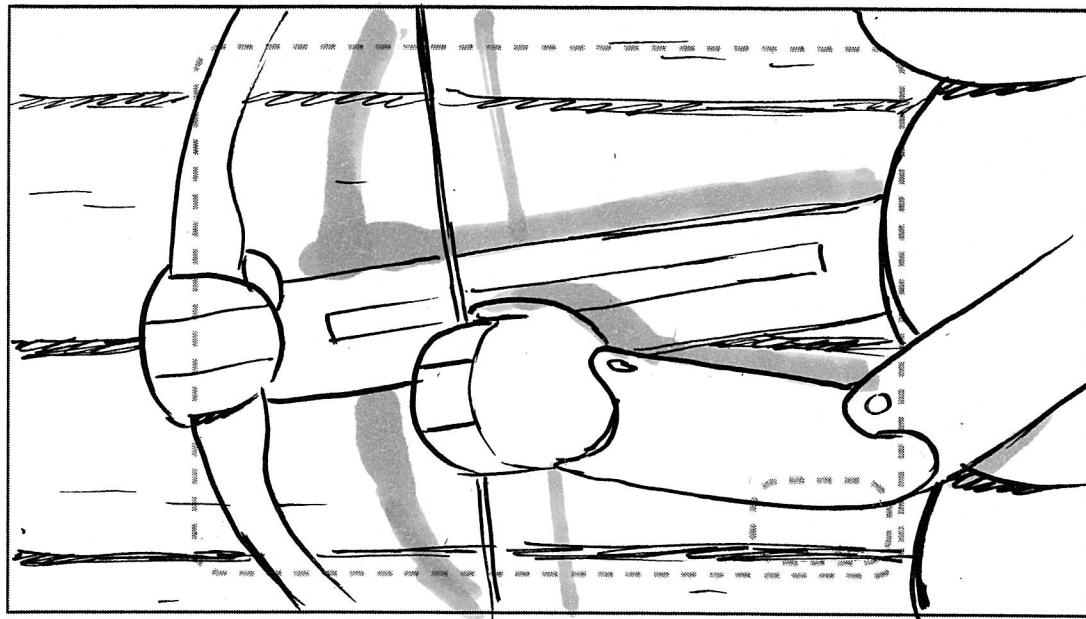
76

Pnl.

A

Bg.

day night



Sc.

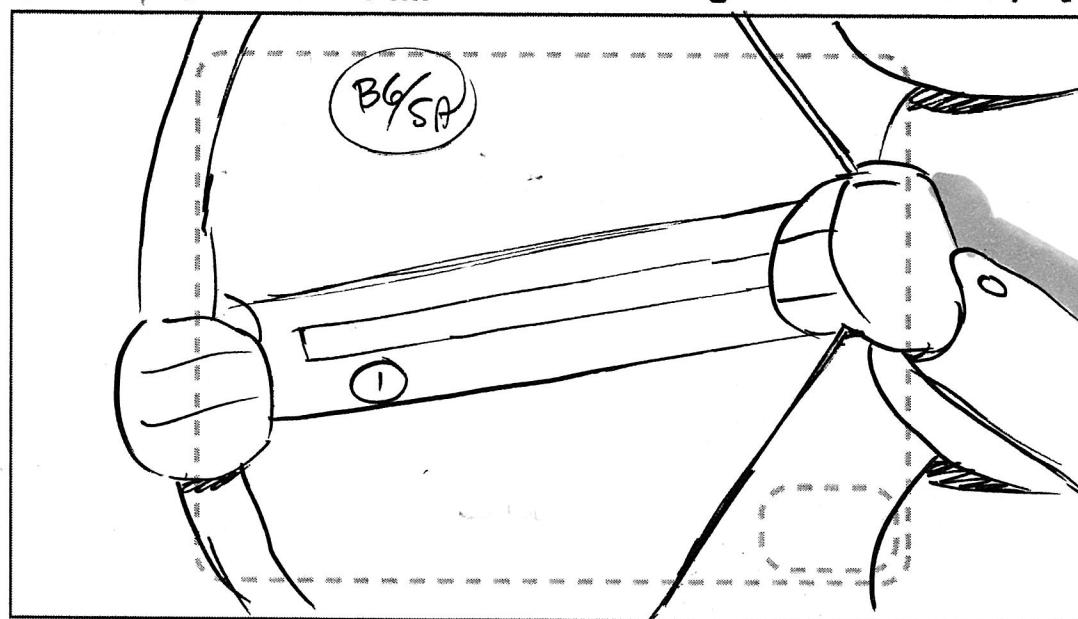
76

Pnl.

B

Bg.

day night



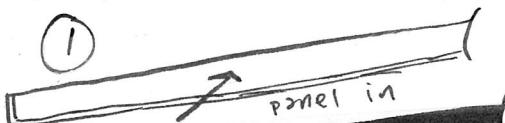
Dialog:

(SFX) ♫ clock chiming throughout → ♫

Action:

Timing:

(SFX) * stretching bow string *
* whirring and clicking
clockwork gears *



- panel mechanically
retracts

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 83

Sc.

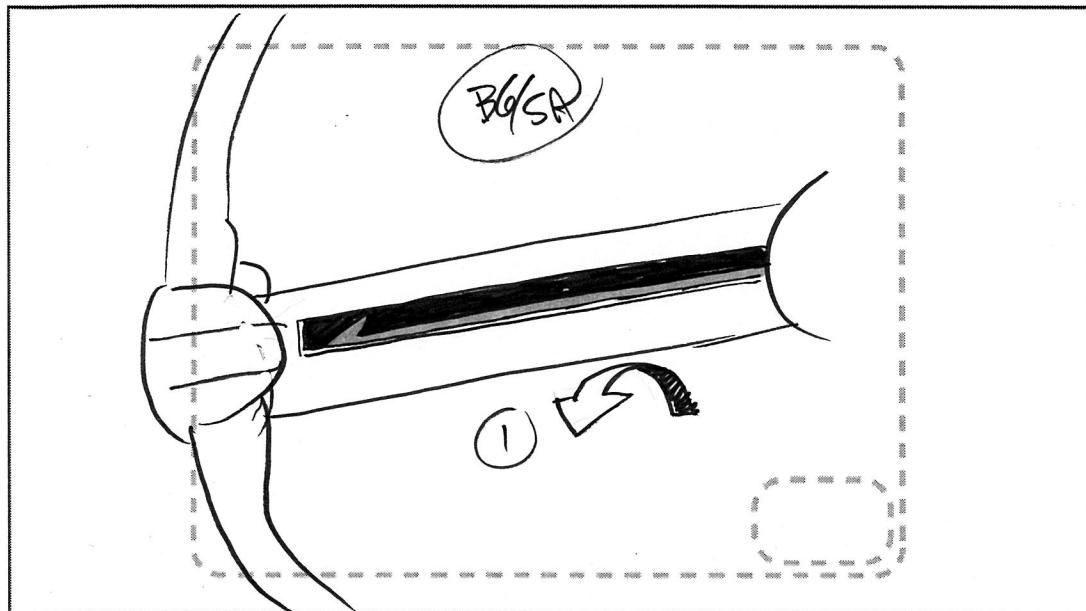
76

Pnl.

C

Bg.

day night



Sc.

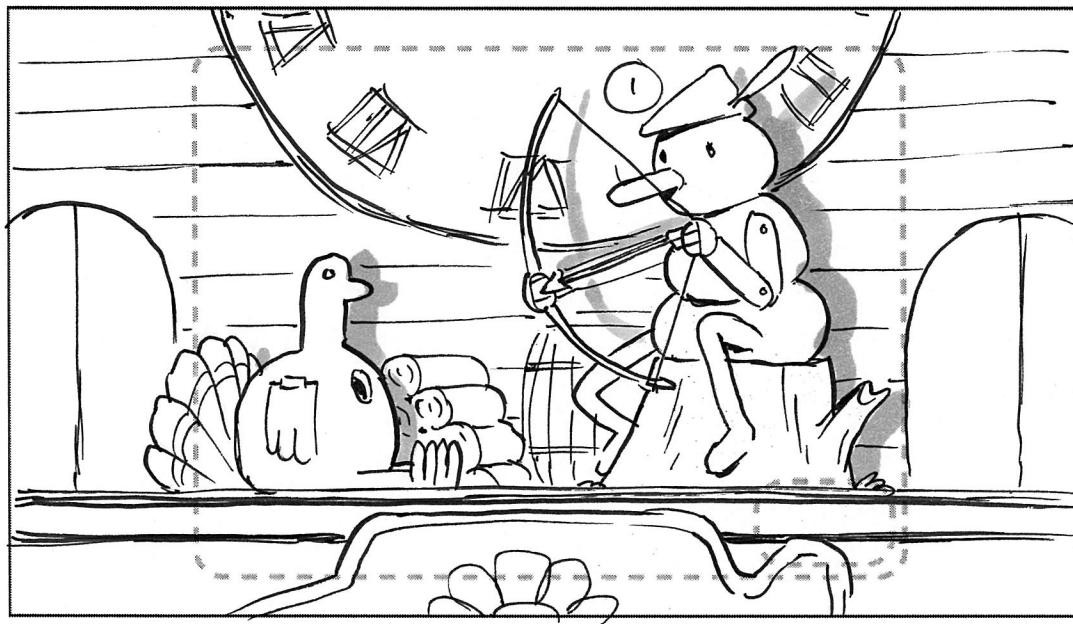
77

Pnl.

A

Bg.

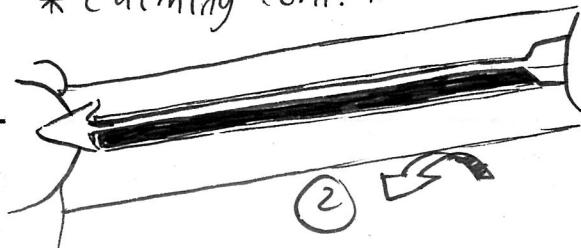
day night



Dialog:

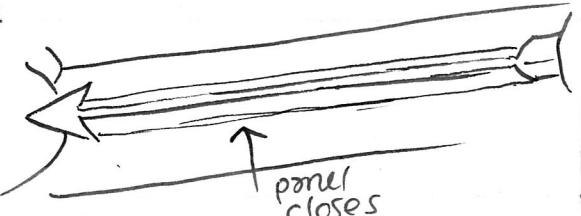
SFX: *clicking + whirring*
chiming cont.

Action:



((1) and (2) are
one motion)

Timing:



② CLOCK: 11:00

- Arrow is mechanically positioned into bow
by unseen mechanism.

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc.

77

Pnl.

B

Bg.

day night

Sc.

77

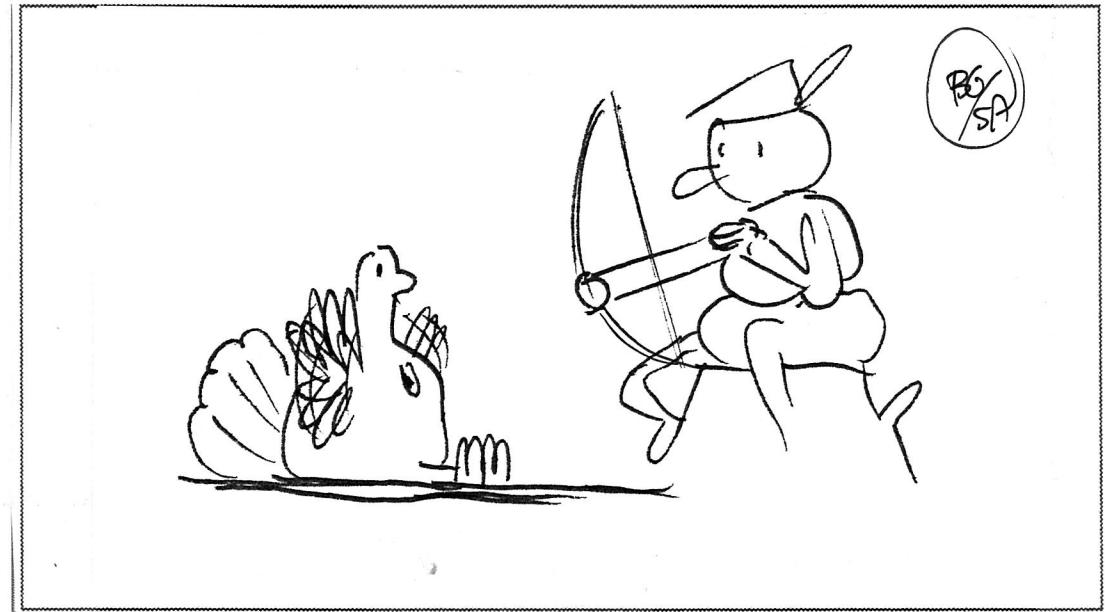
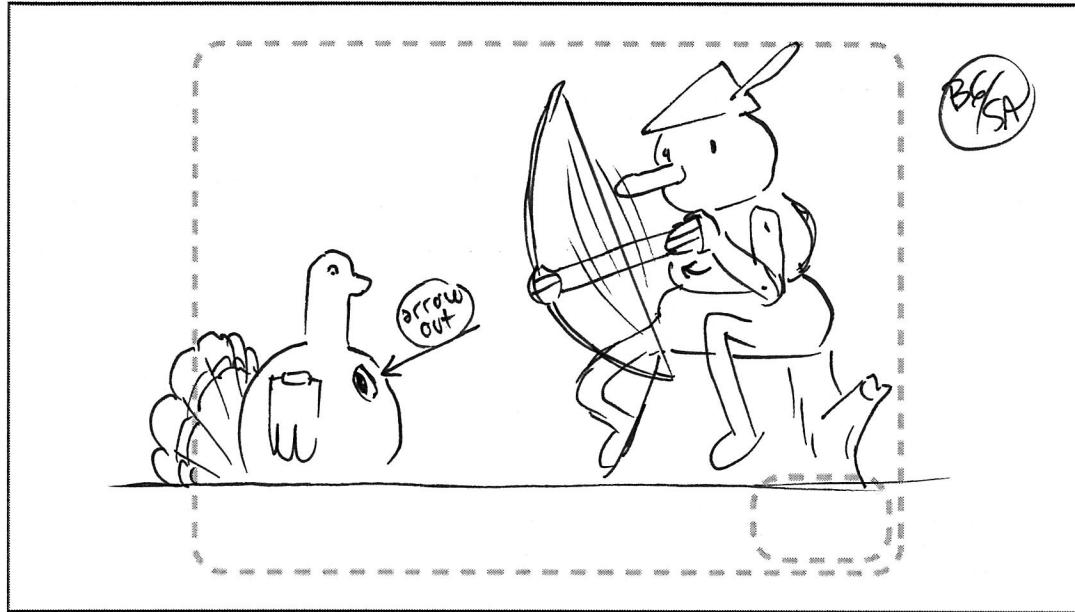
Pnl.

C

Bg.

Page 84

day night



Dialog:

SFX: *TWANG* clink rattle clink clink*
(arrow bouncing around
inside hollow turkey)

SFX: *mechanical flapping noises*

Action:

- Archer's hand opens, releasing bow string
- Arrow flies into hole on turkey's chest.

- Turkey mechanically flutters its wings.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 85

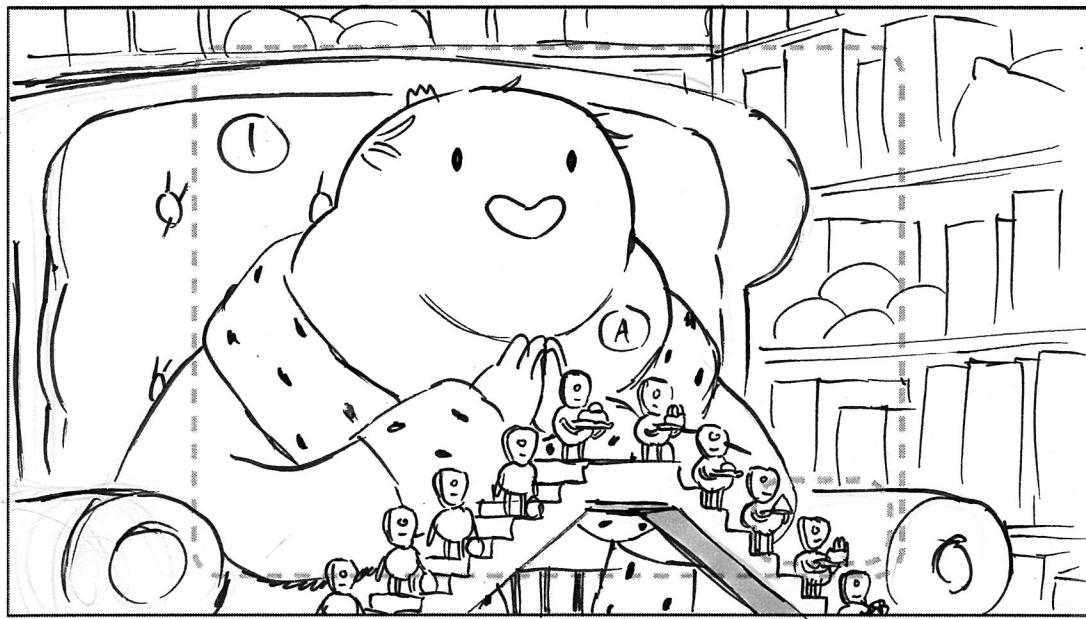
Sc.

78

Pnl. A

Bg.

day night



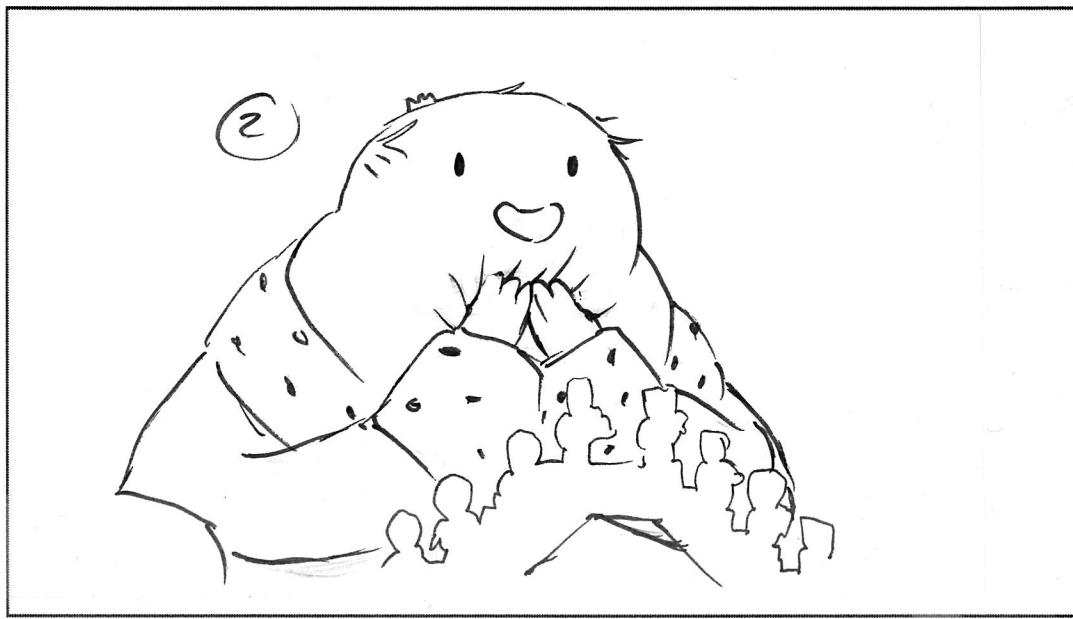
Sc.

78

Pnl. B

Bg.

day night



Dialog:

KH: ① Oh ho ho ! →

So marvelous !

Action:



A B A B A B A B A B
(fast clapping)

- King claps excitedly

Timing:

EPISODE #

Production :

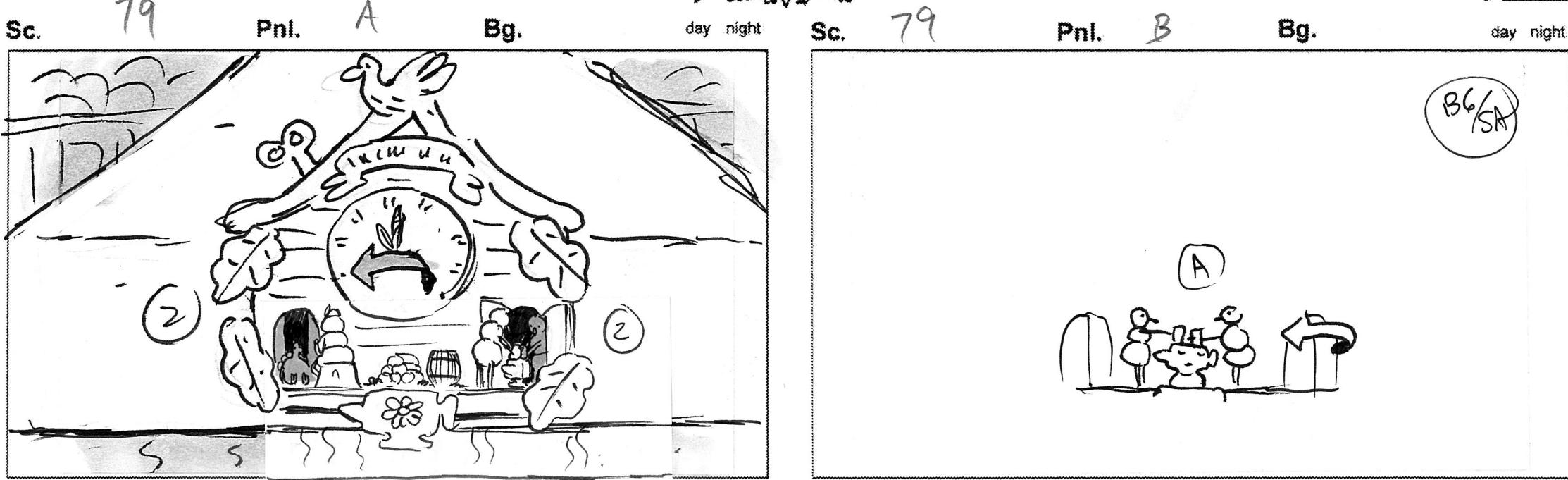
1025-193

ADVENTURE TIME



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Page _____



Dialog:
KHOOS

Action:

Timing:
- Archer rotates out
- new automations (blacksmiths) (V) CLOCK: 11:00

① (aah.. oh!)

* climbing * →

② (B)

③ (C)

④ (D)

(A C D C B)

- Blacksmiths hammer anvil

Production :

EPISODE #

1025-193

ADVENTURE TIME



Page 87

Sc.

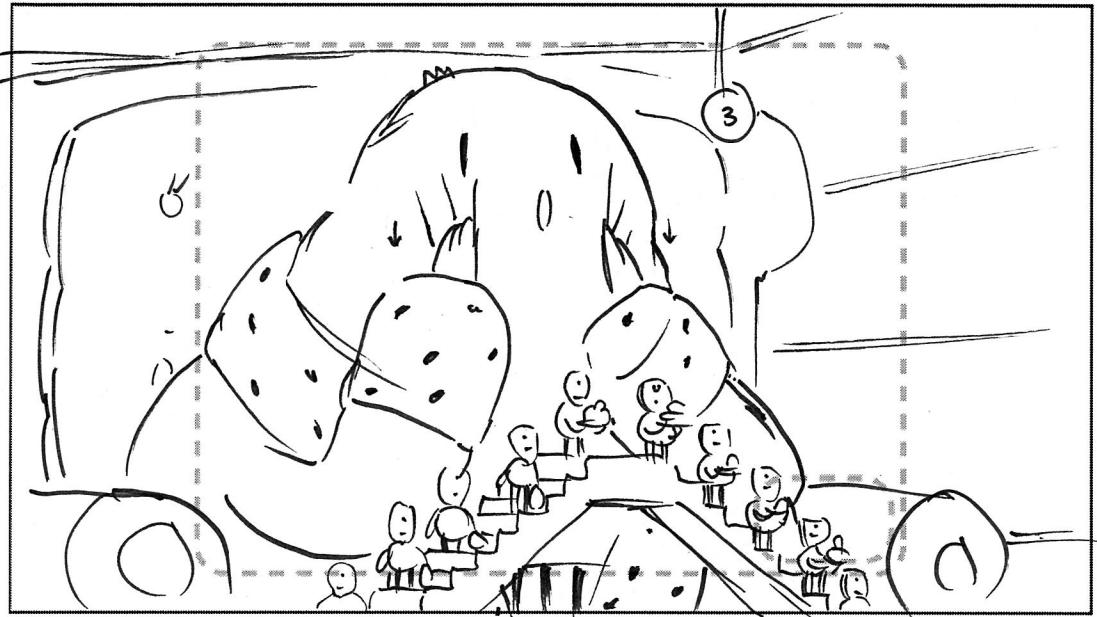
80

Pnl.

A

Bg.

day night



Sc.

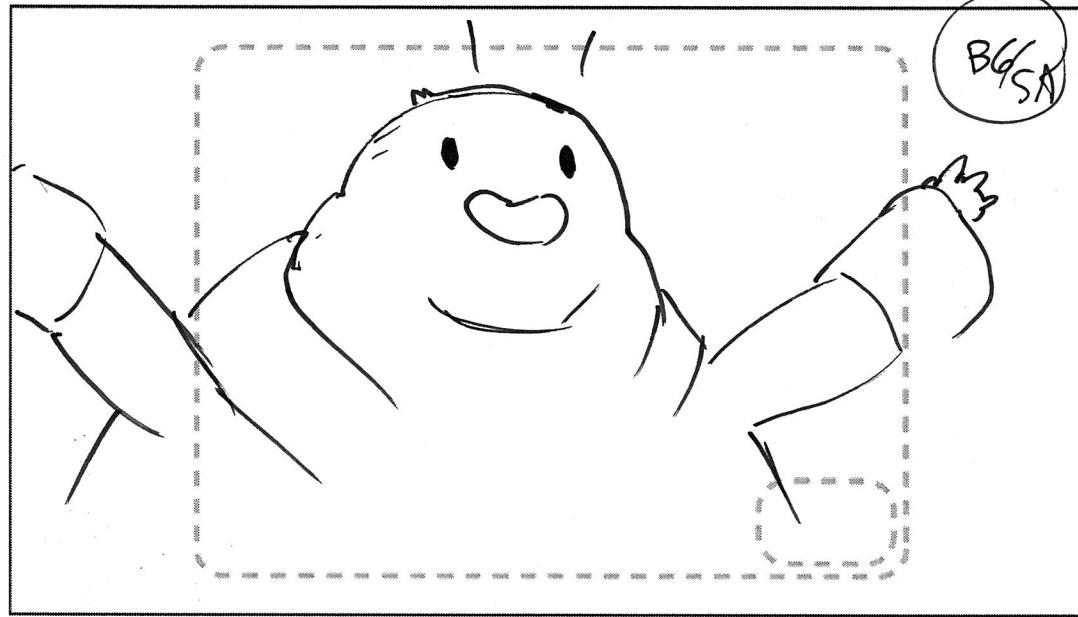
80

Pnl.

B

Bg.

day night

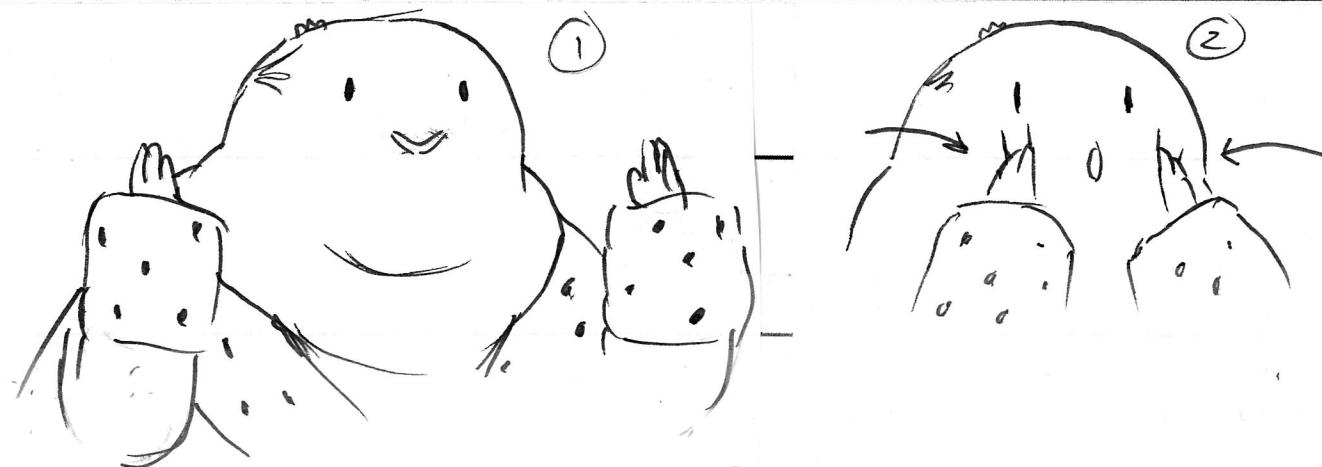


Dialog:

(K) (2) Ohhhh !! → HAHA!
(SFX:) ← *chiming* →

Action:

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME

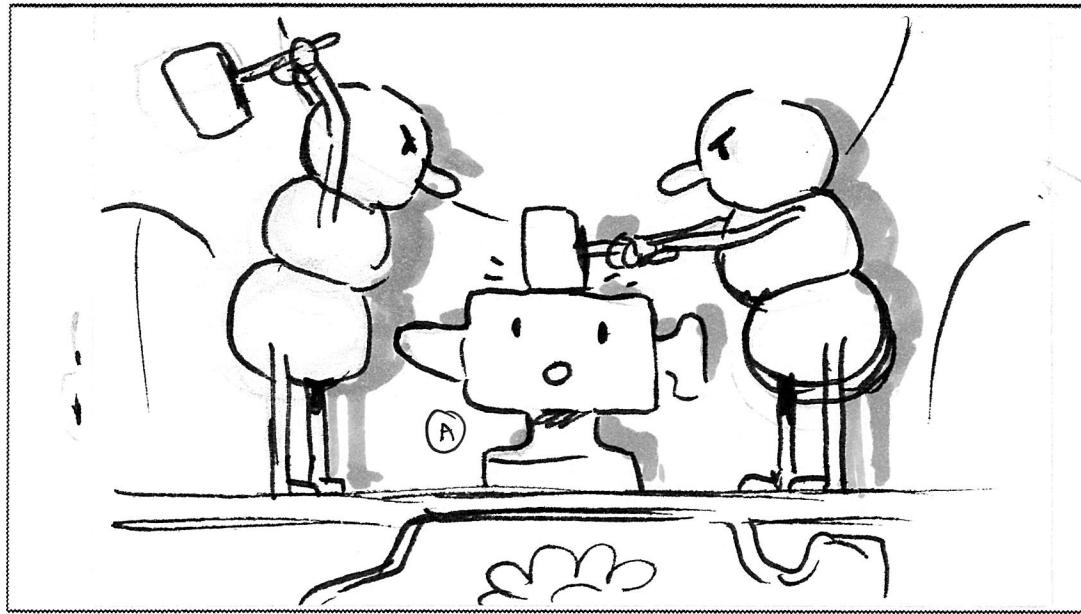


Sc. 81

Pnl. A

Bg.

day night

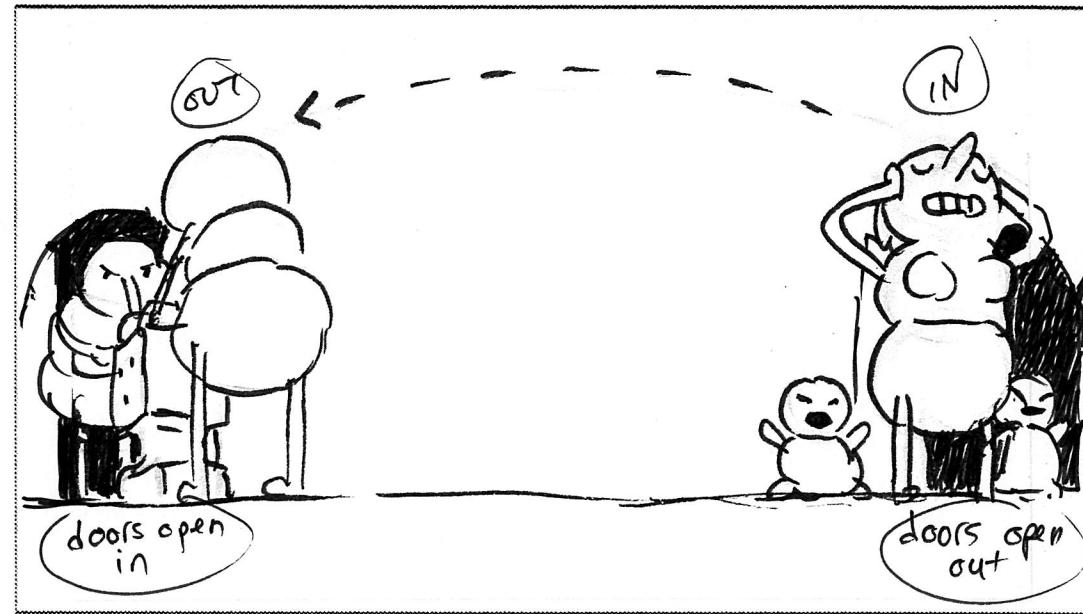


Sc. 81

Pnl. B

Bg.

day night

88
Page _____

EPISODE #

Production :

1025-193

Dialog:

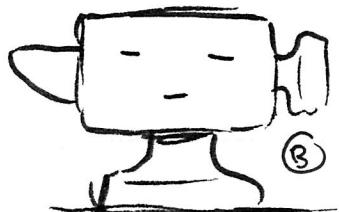
(KH): *laughing w/glee*

SFX *: chimes

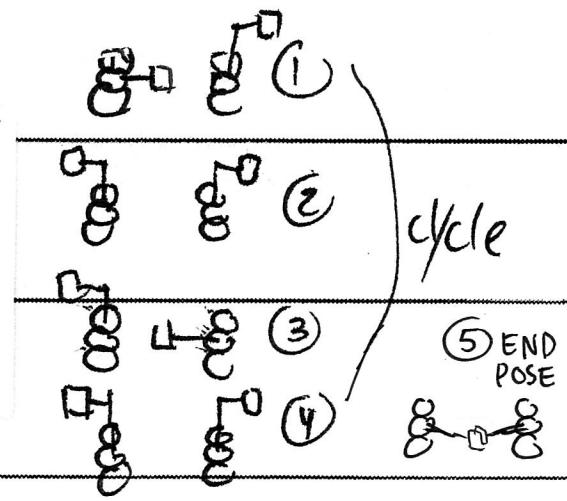
* clink clink clink *

Action:

- Blacksmiths hammer swirl.
- eyes + mouth open



Timing: with each impact.



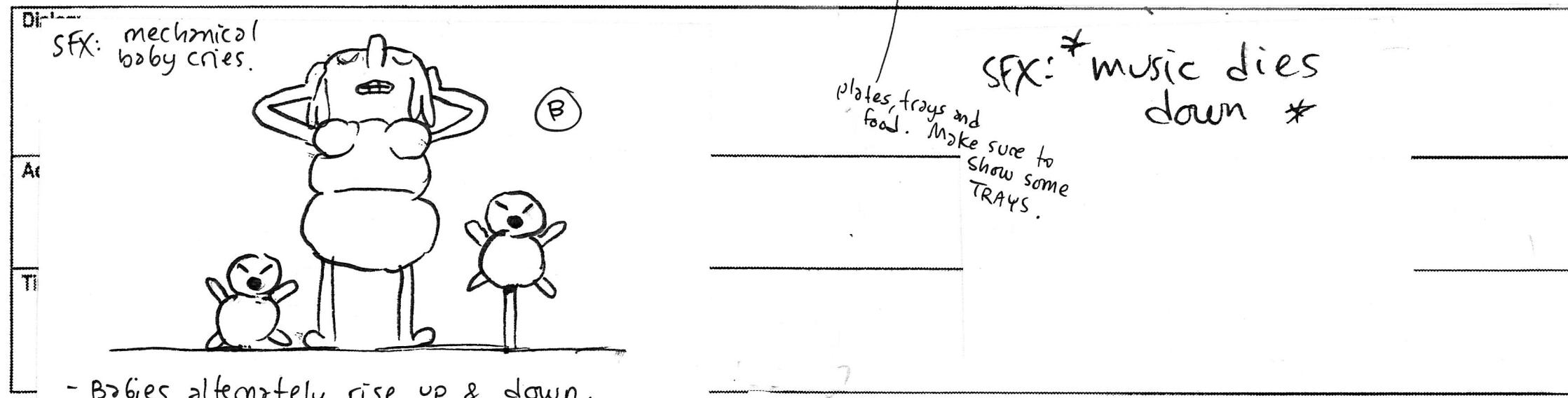
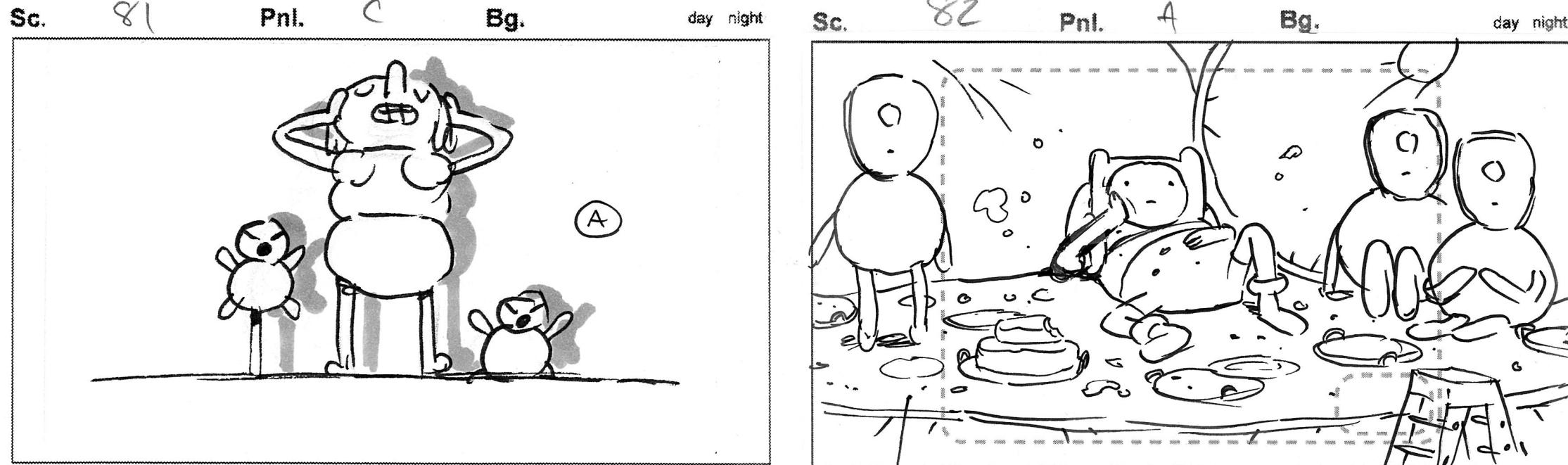
* whirring gears etc. *

- new automatons rotate in.

ADVENTURE TIME



Page 89



1025-193

EPISODE #

ADVENTURE TIME



90

Page

1025-193

Sc.

82

Pnl.

B

Bg.

day night



Sc.

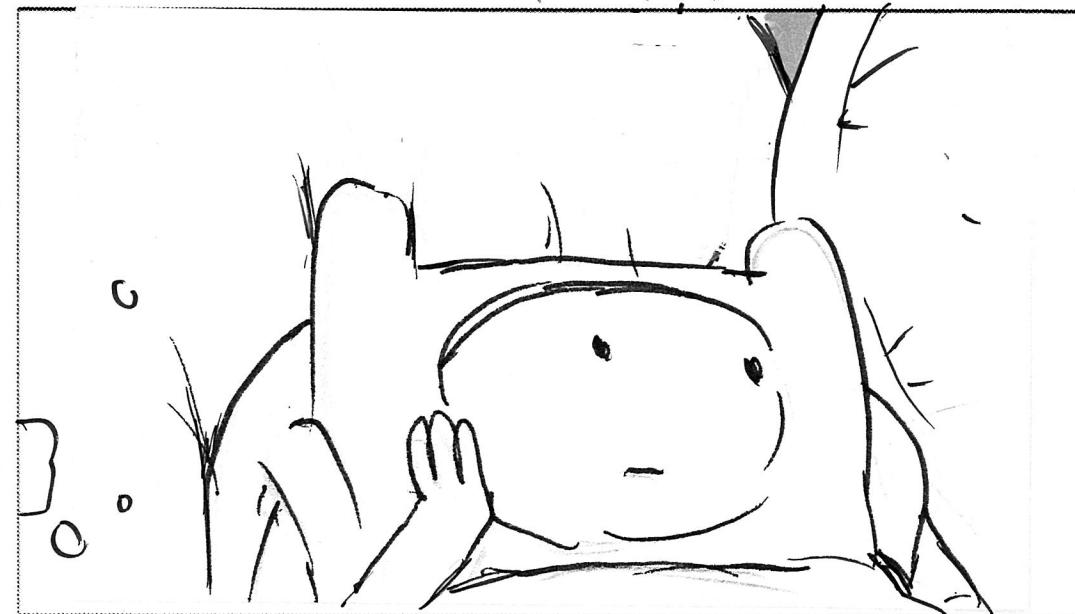
83

Pnl.

A

Bg.

day night



Dialog:

(KH) (OS) (catching breath)

haha-oh --- oh my..

- Finn looks over at King Hug

Action:



Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc.

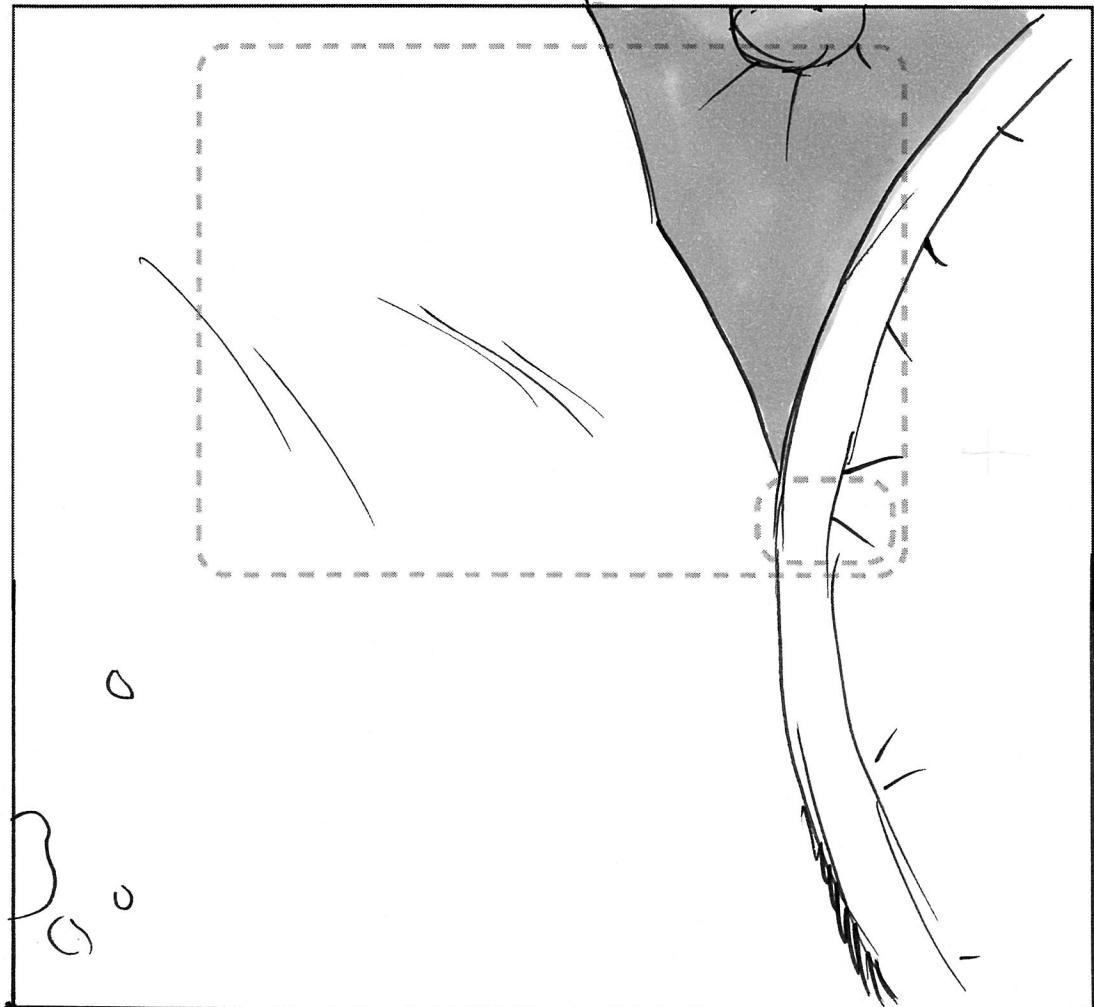
83

Pnl.

B6

Bg.

day night



Page 91

1025-193

EPISODE #

Production :

Dialog:

Action:

Timing:

ADVENTURE TIME

Page 92

Sc.

83

Pnl.

C

Bg.

day night

Sc.

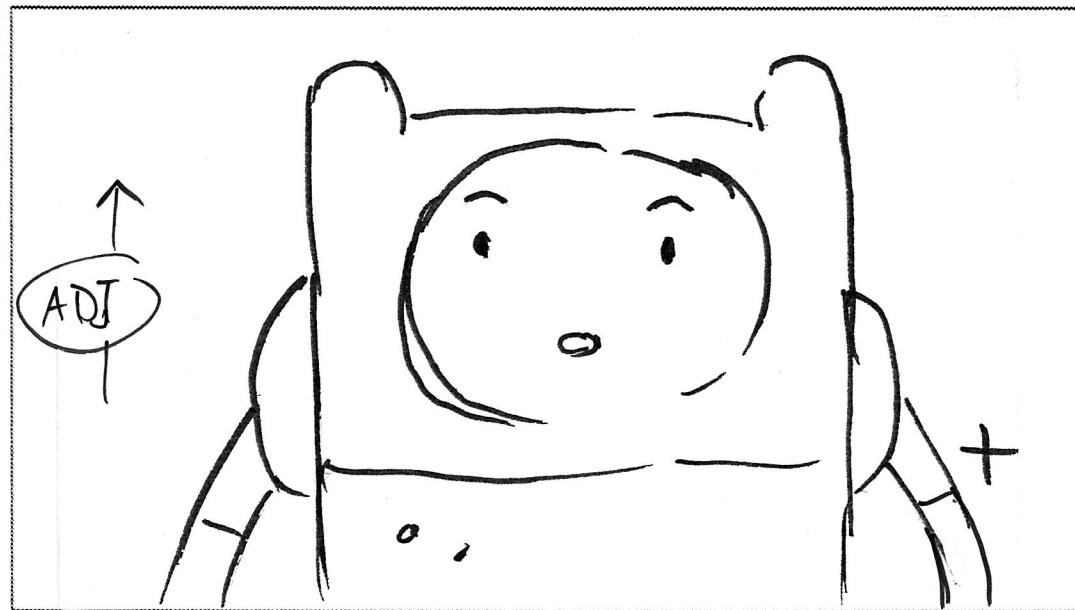
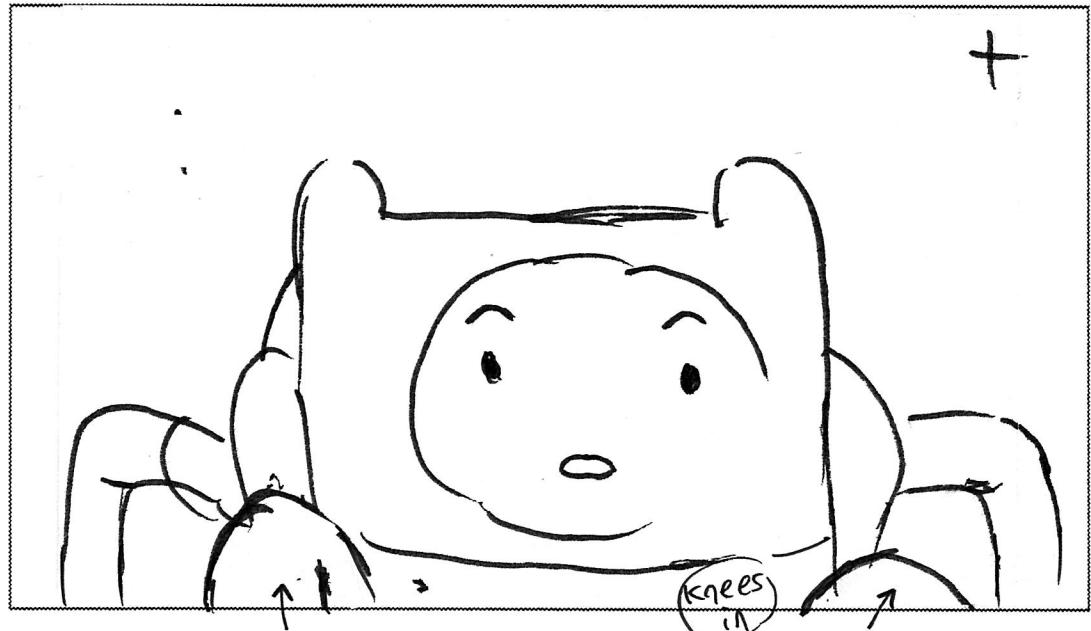
83

Pnl.

D

Bg.

day night



Dialog:

(F:) Well, that was
actually pretty
cool - but I
should
probly get going.

Action:

- Finn stands up.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 93

Sc.

83

Pnl.

E

Bg.

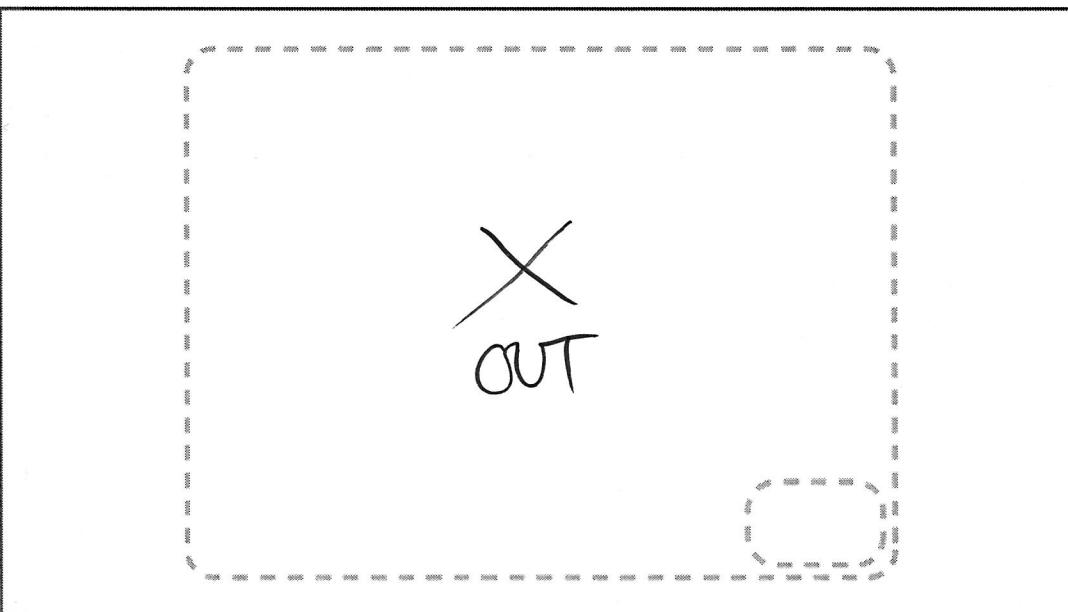
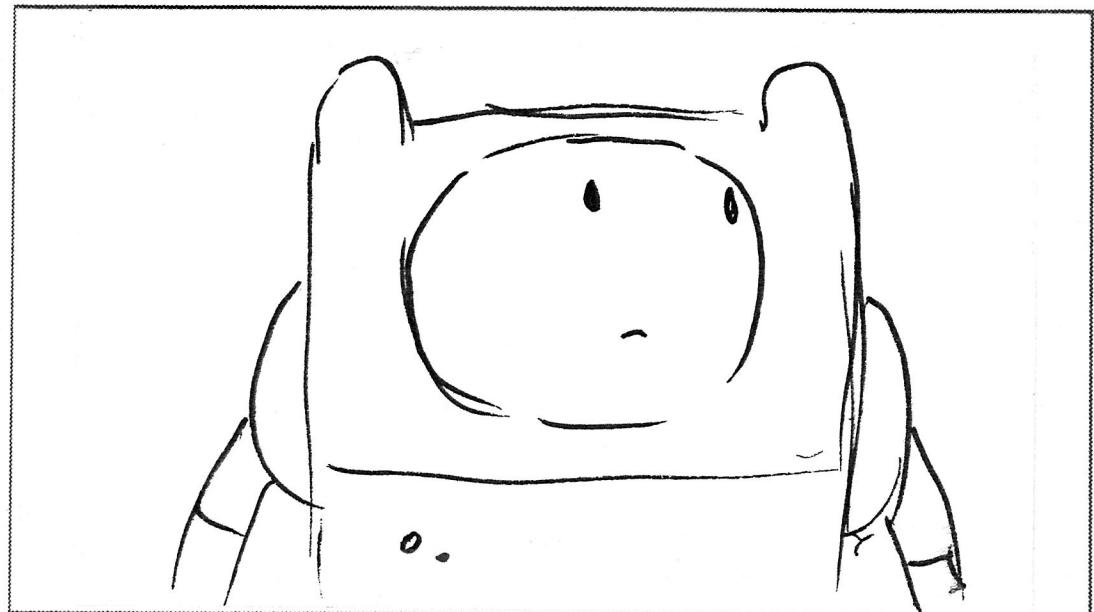
day night

Sc.

Pnl.

Bg.

day night



Dialog:

KH OS WHUUUT!?

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



94

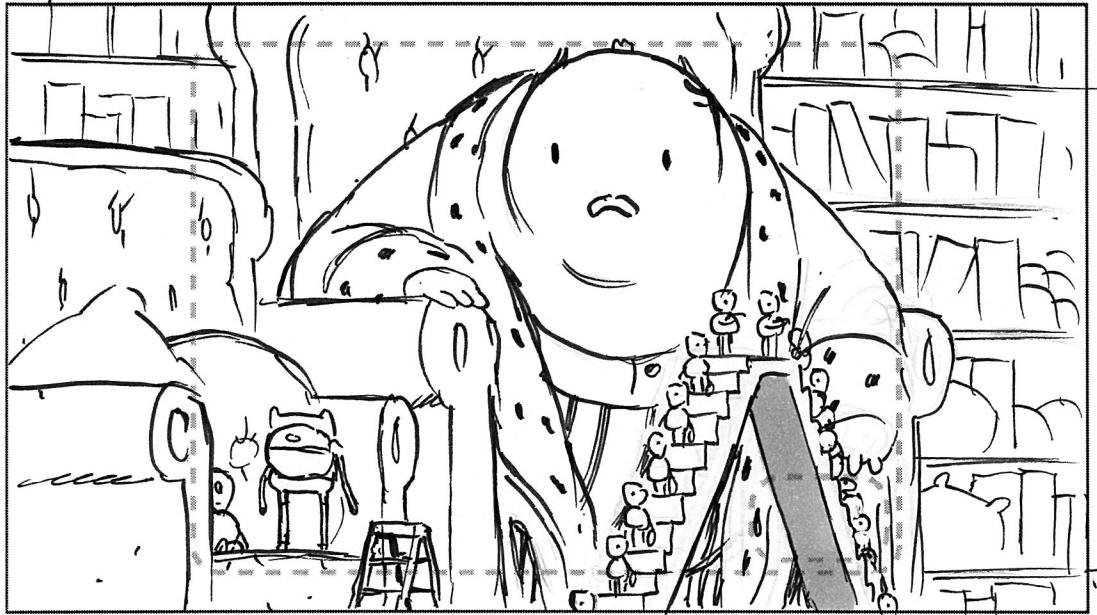
Page

Sc. 84

Pnl. A

Bg.

day night



Sc. 84

Pnl. B

Bg.

day night



Dialog:

(KH) But how can you leave now? → ① the clock is set to chime again in merely an hour's time! ②

Action:

-KH gestures towards clock.

Timing:



EPISODE #

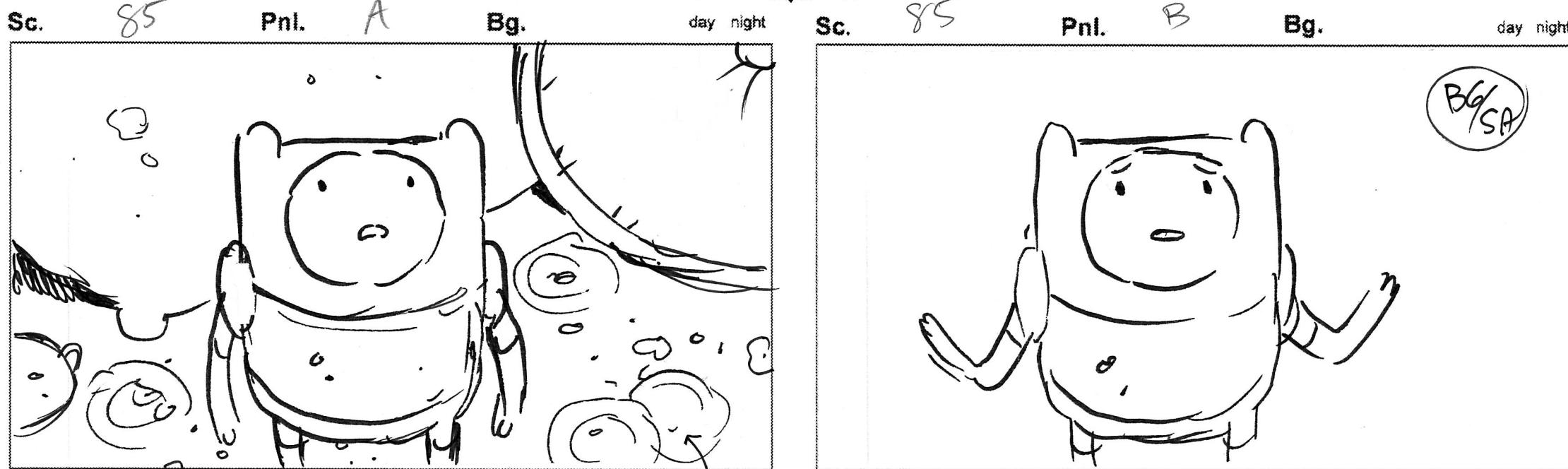
Production :

1025-193

ADVENTURE TIME



Page 95



Dialog:

(F) Okay but, I
feel like Jake
should've been
here by now..

plates
and
trays and
food

(F) What if he's
lost? or hurt?

Action:

Timing:

EPISODE #

Production :

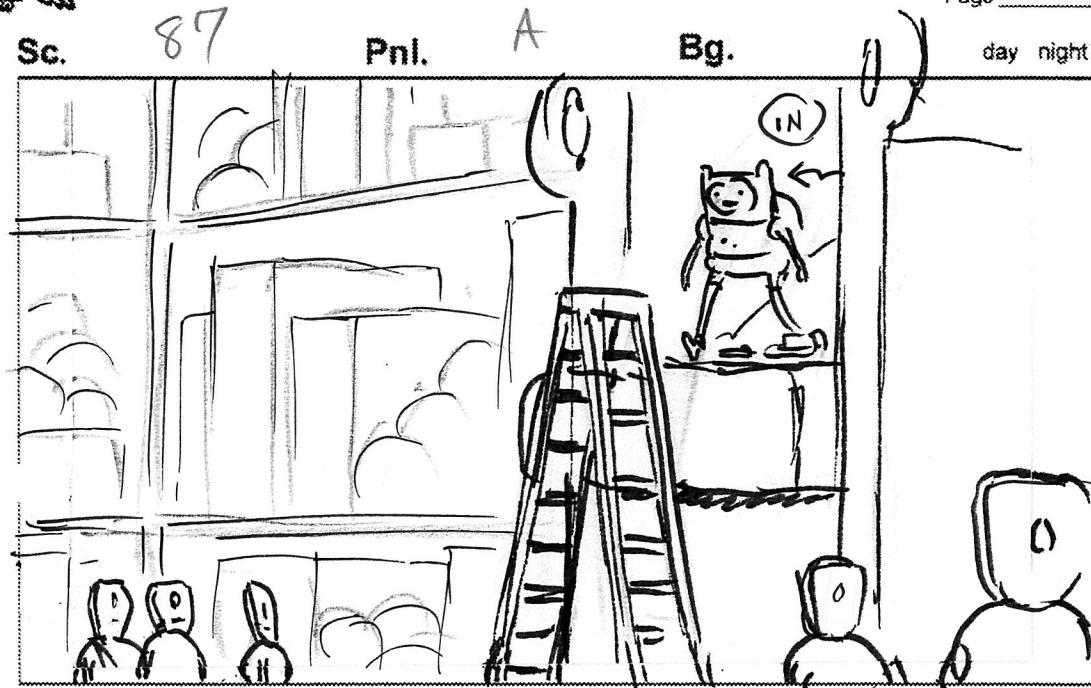
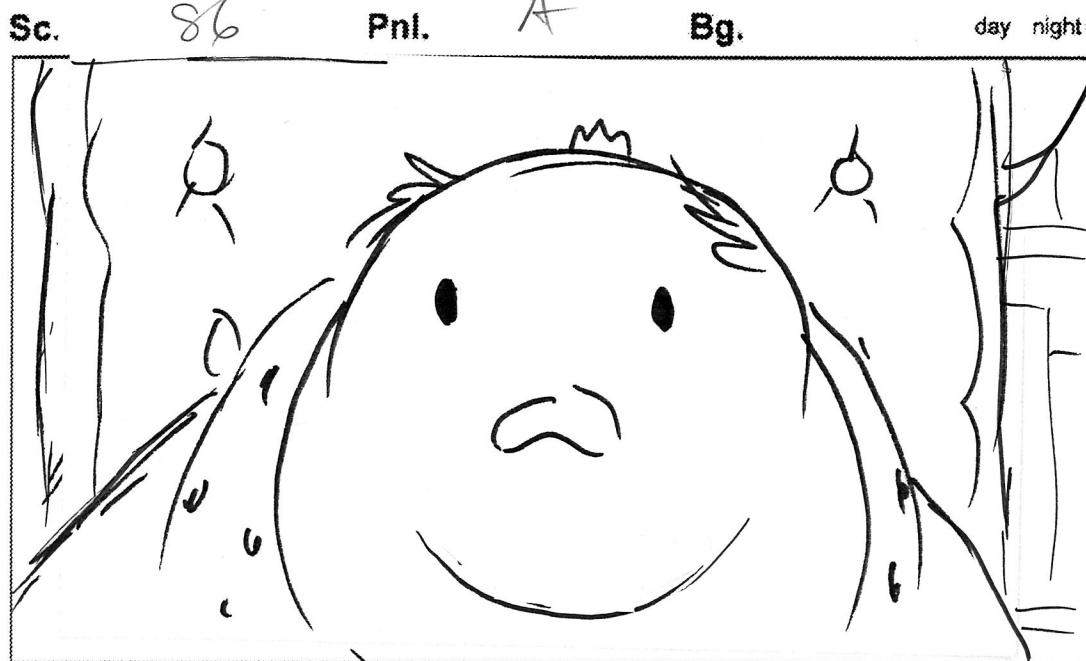
1025-193

ADVENTURE TIME



96

Page _____



EPISODE #

1025-193

Dialog:

(KH) But.. this is
not the huge
Kingdom way...

Action:

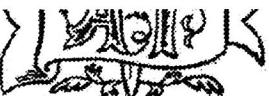
Timing:

(F:) sorry man, I got
muh mind made up.



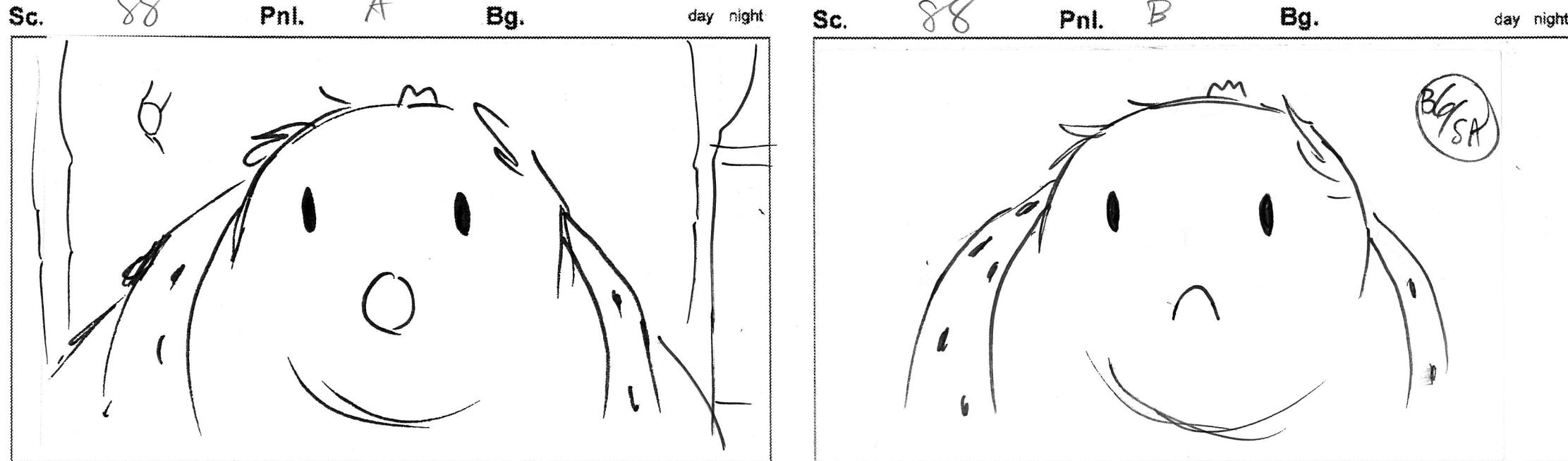
Production :

ADVENTURE TIME



Page 97

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Dialog:

(KH) * GASP *

(F:) Thanks for
the food
though.

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



98

Page _____

Sc. 88 Pnl. C Bg. day night Sc. 88 Pnl. D Bg. day night



Dialog:	<p>KH FOOD BOYZ!!</p>	<p>→ seize the child!</p>
Action:		
Timing:		

EPISODE #

Production :

1025-195

ADVENTURE TIME

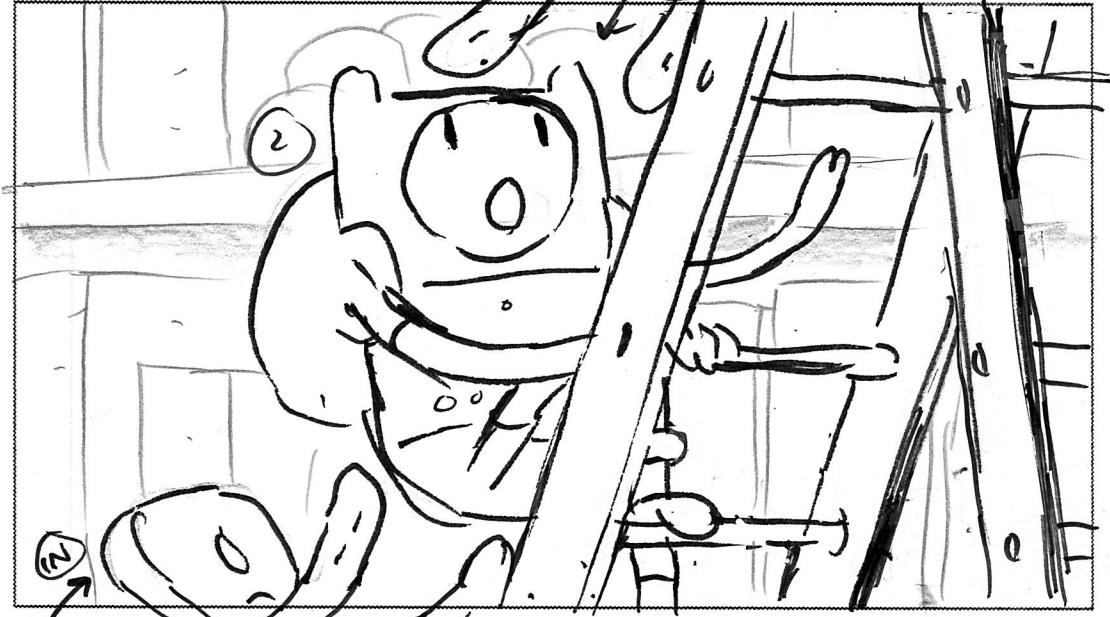
Sc.

89

Pnl. A

IN
Bg.

day night



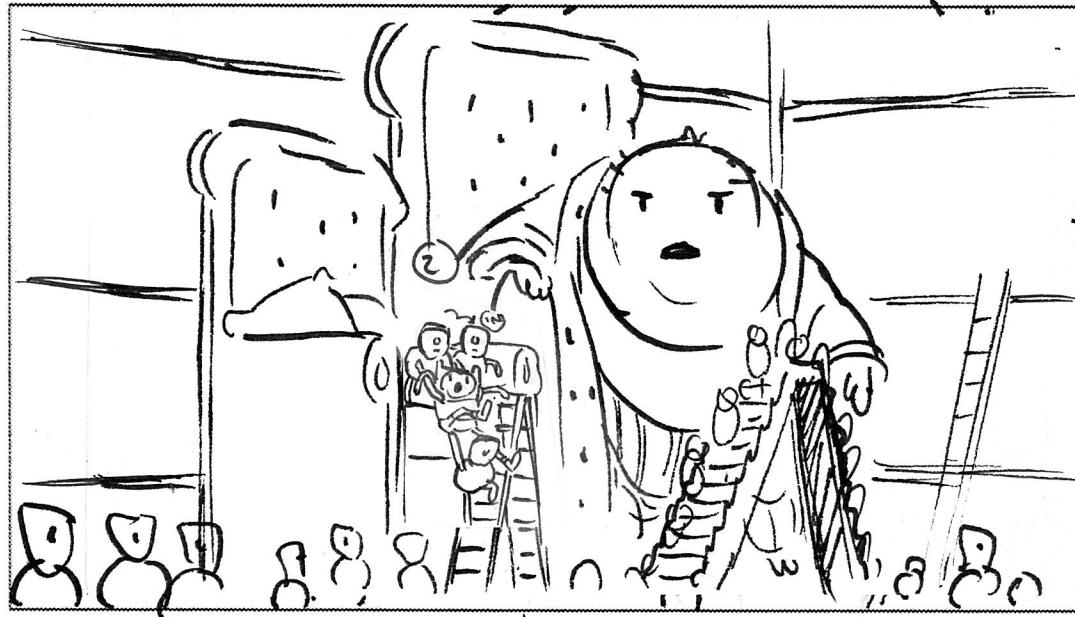
Sc.

90

Pnl. A

Bg.

day night



Page 99

Dialog:

(F:) AH!

SP

Action:

Timing:



(F:) AAHH!! !

(KH:) I'm sorry son
but this is for
your own good.- Food Boyz grab
Finn and pull him
up ladder

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 100

Sc.

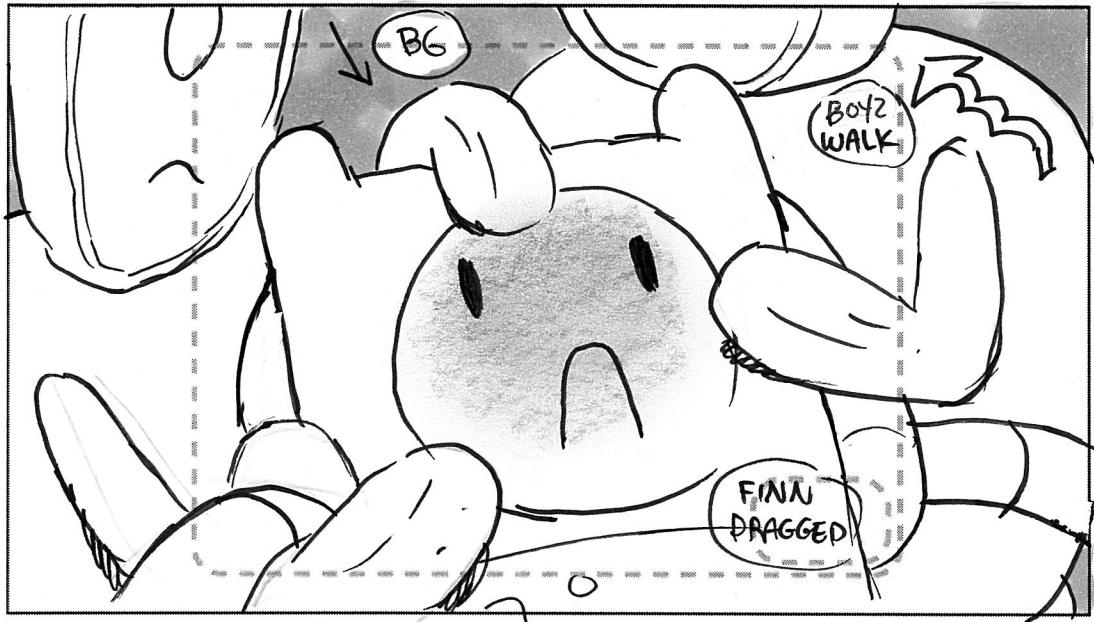
91

Pnl.

A

Bg.

day night



Sc.

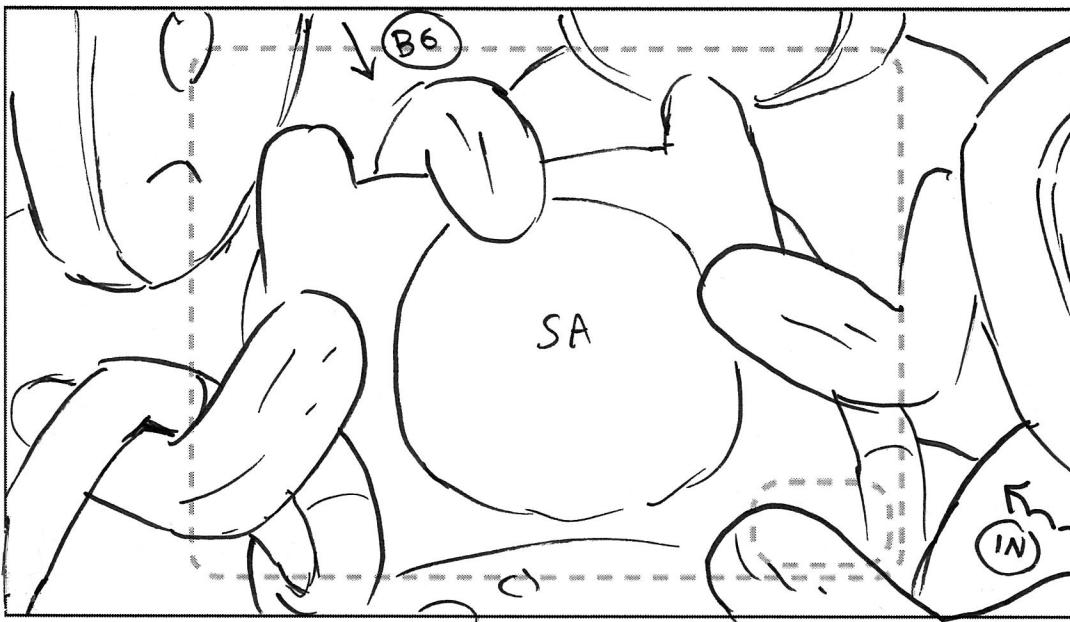
91

Pnl.

B

Bg.

day night



Dialog:

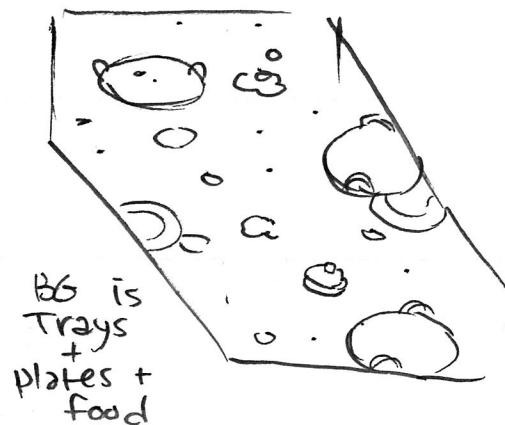
(KH) OS If you just stay put, all you need
will come to you in time, →

→ like it has unto
me.

Action:

- Finn is dragged along by Food Boyz

Timing:



BG is
Trays
+ plates
+ food

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 101

Sc.

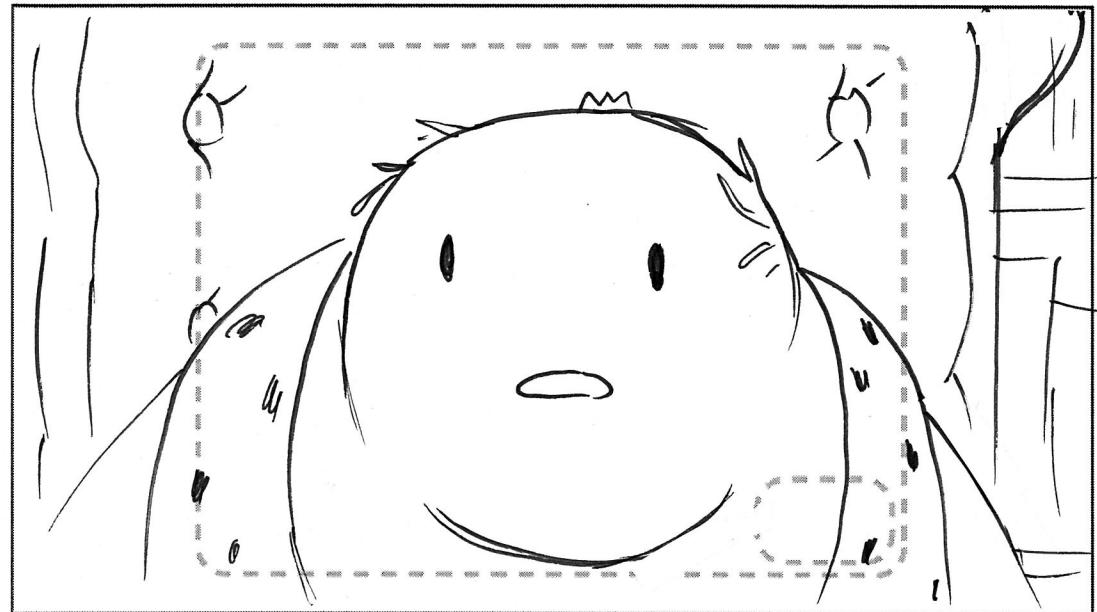
92

Pnl.

A

Bg.

day night



Sc.

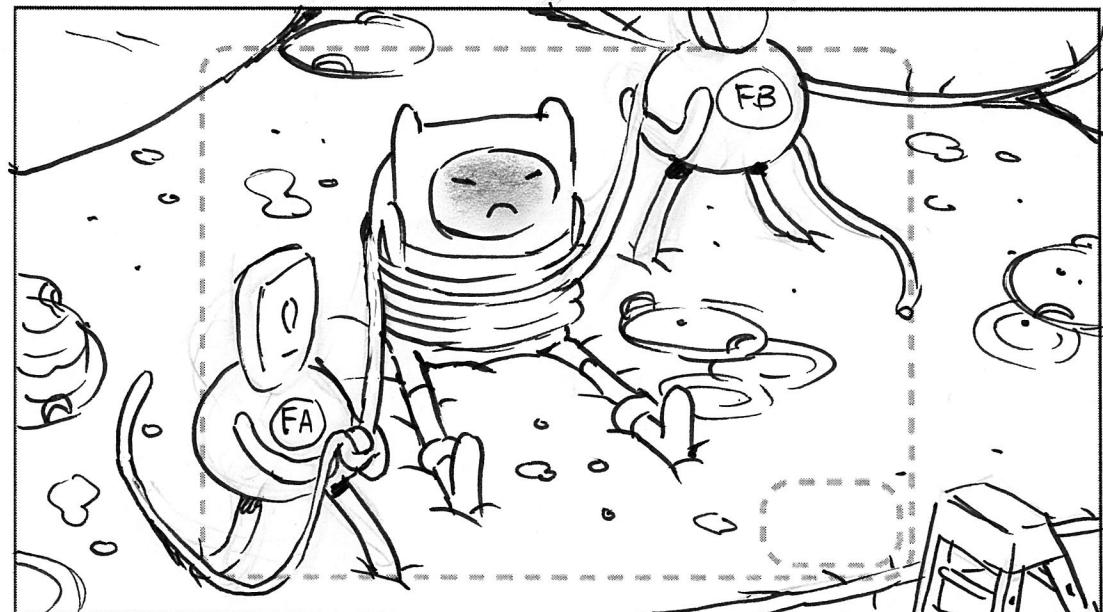
93

Pnl.

A

Bg.

day night



Dialog:

KH: But you must sit, you
must wait.

KH (os) (with Relish) Yes, yes - tie
him up with normal
spaghetti -

Action:

- Food Boyz walk around Finn, wrapping
him up w/ spaghetti.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 102

Sc.

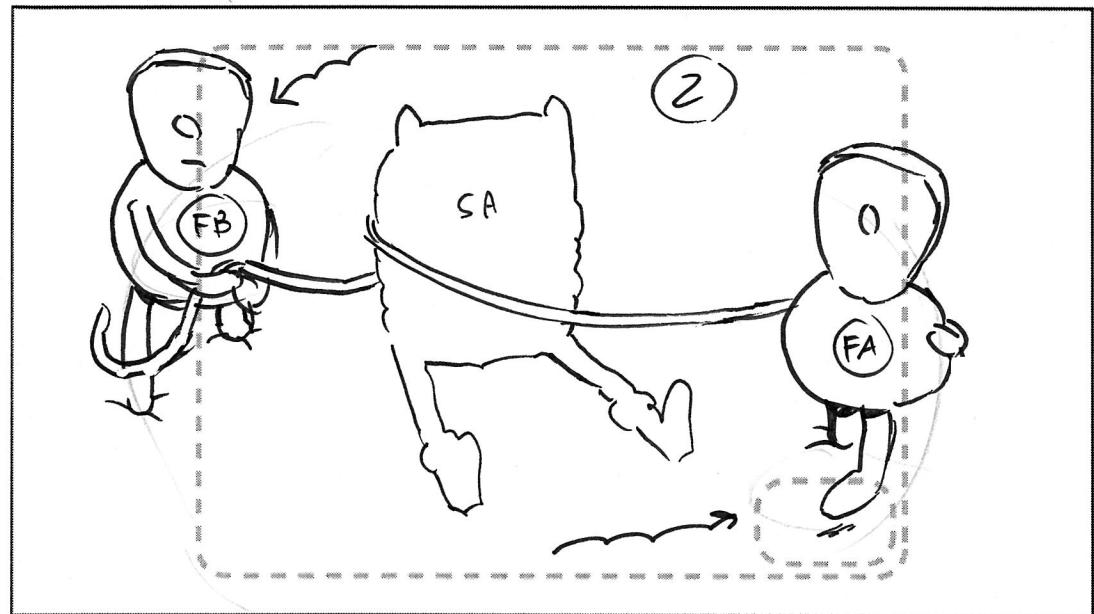
93

Pnl.

B

Bg.

day night



Sc.

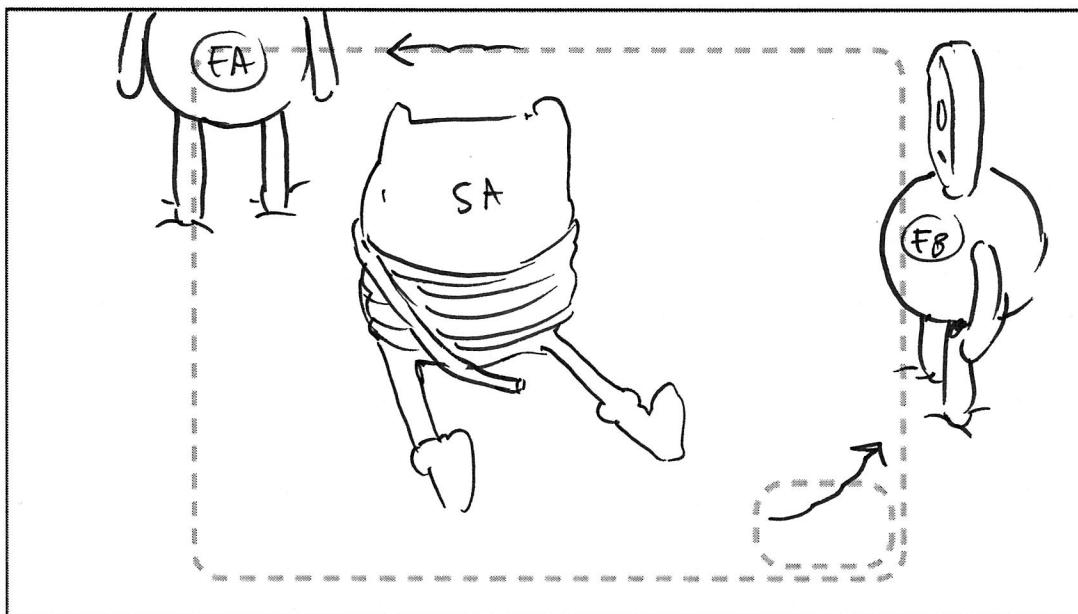
93

Pnl.

C

Bg.

day night



Dialog:

KH OS → haha, yes- → and bring him food, yes! →

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 103

Sc.

93

Pnl.

D

Bg.

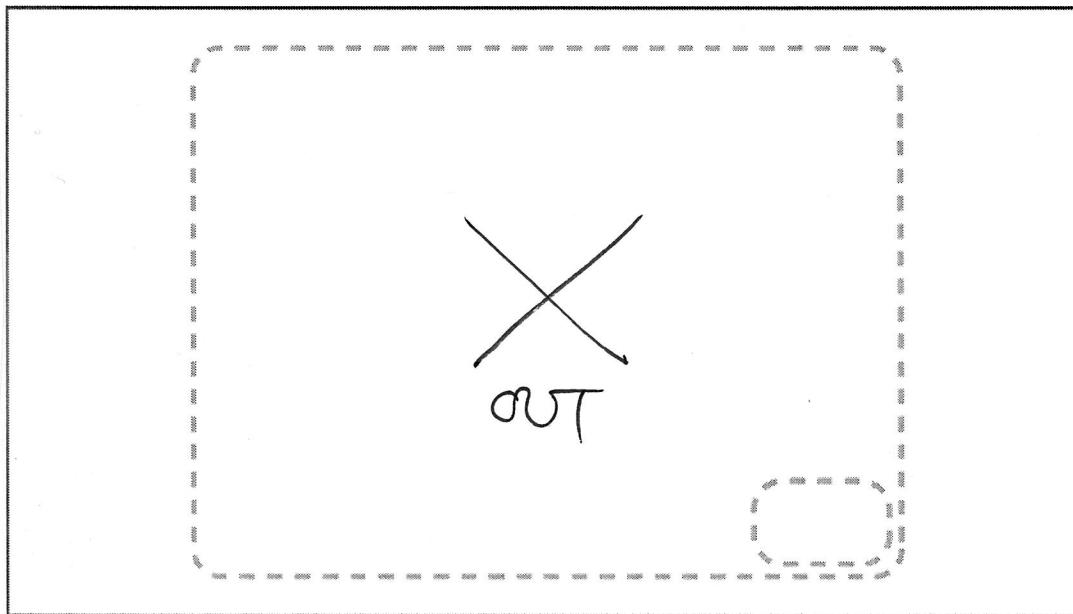
day night

Sc.

Pnl.

Bg.

day night



Dialog:

→ He's all skin & bones.

(Act.) He's all skin & bones.

Action:

Timing:

EPISODE #

Production :

1025-193

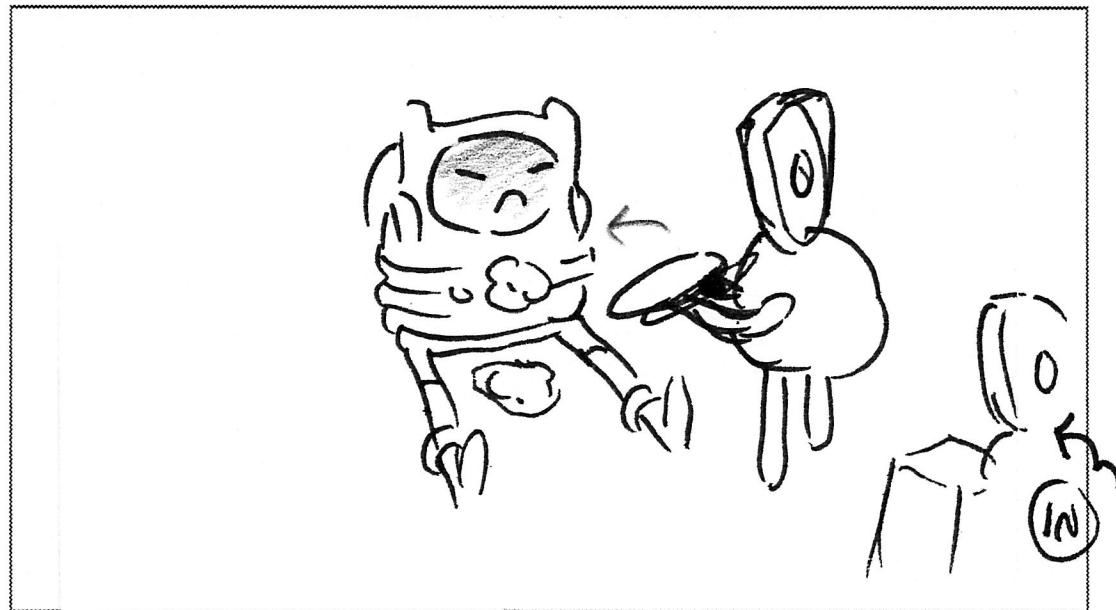


Sc. 93

Pnl. E

Bg.

day night

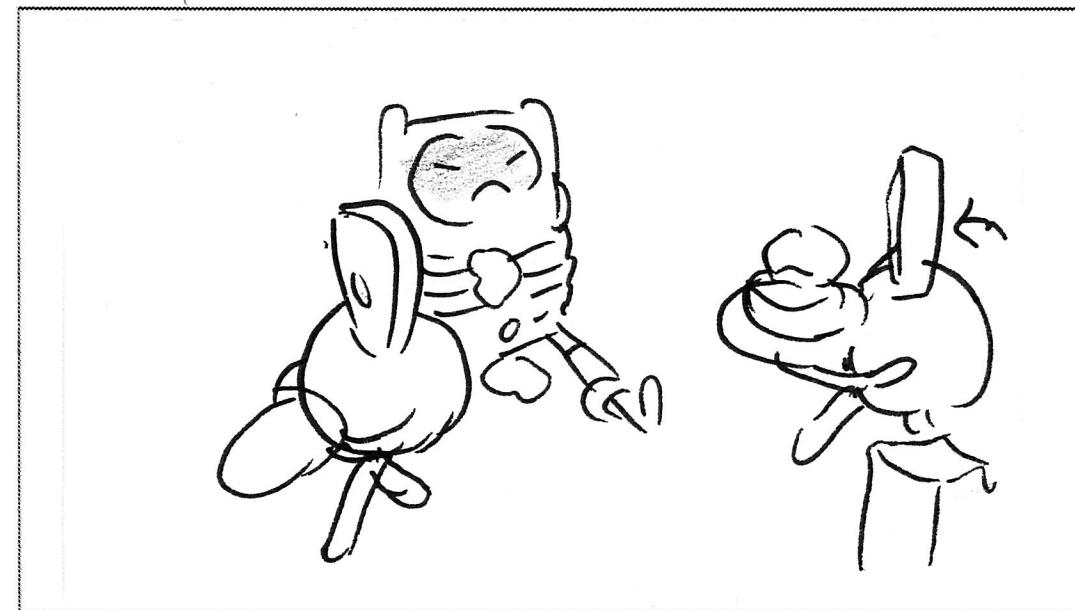


Sc. 93

Pnl. F

Bg.

day night



Dialog:

(K.H.) hahz !

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME

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Page 105

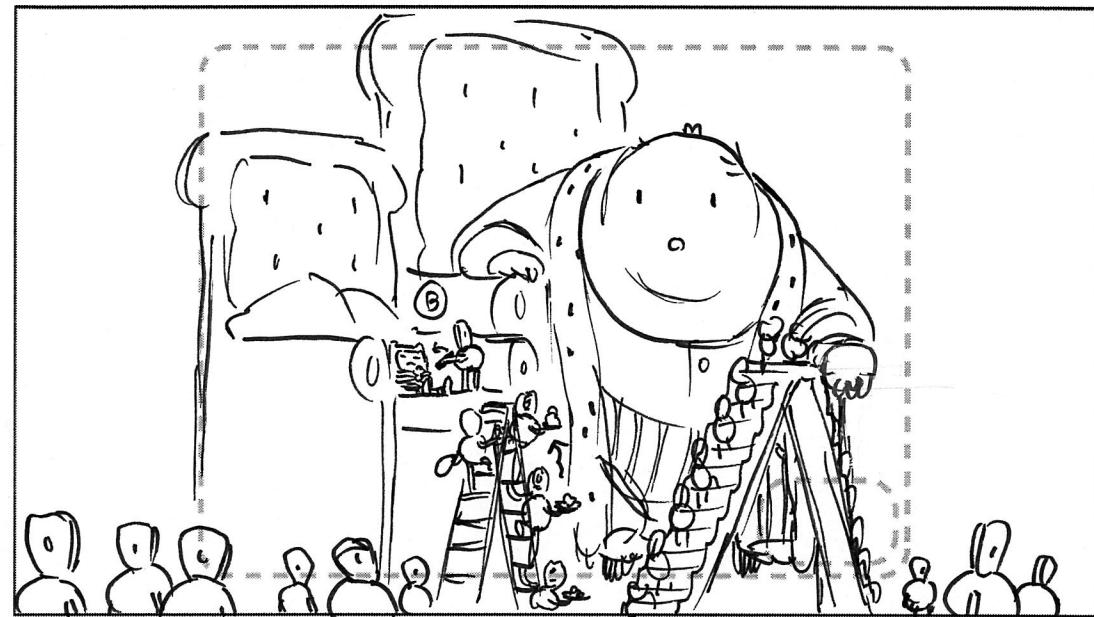
Sc.

94

Pnl. A

Bg.

day night



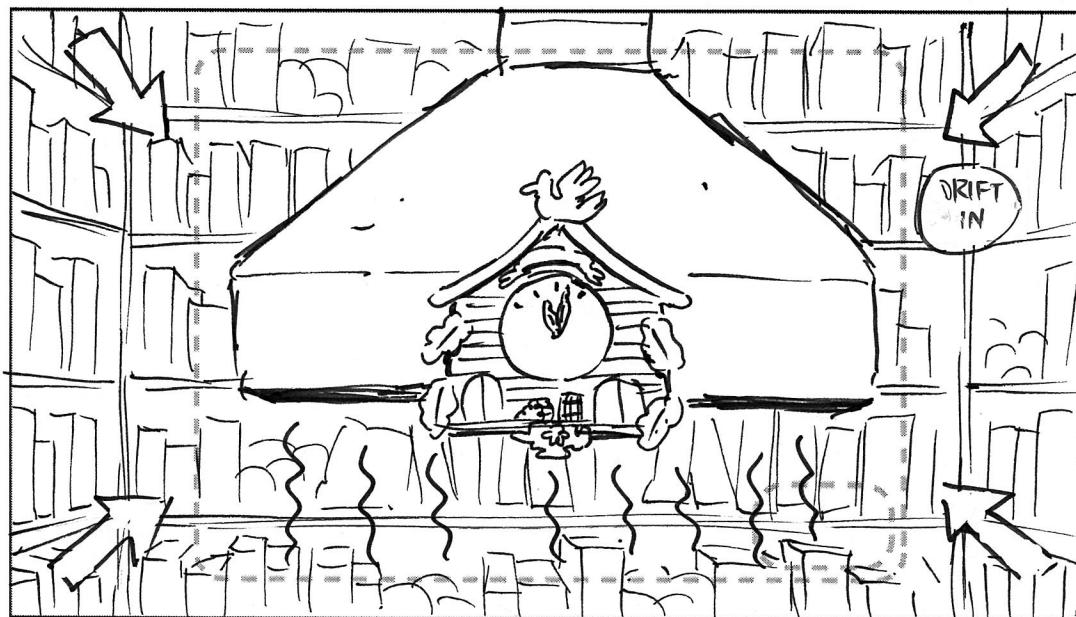
Sc.

95

Pnl. A

Bg.

day night



Dialog:

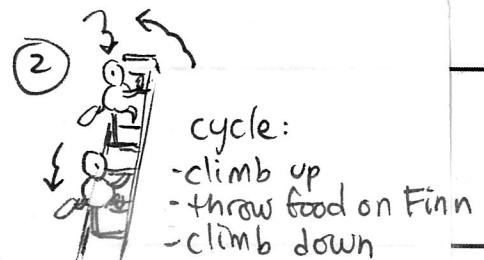
(KH) Soon you will see m'boy, →

(KH OS) → All good things come
to those who wait...

Action:



Timing:



cycle:
-climb up
-throw food on Finn
-climb down

(V) CLOCK: 11:02

SFX: Heat Shimmer.

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 106

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

FADE TO
BLACK

FADE
IN

Dialog:

Action:

Timing:

EPISODE #

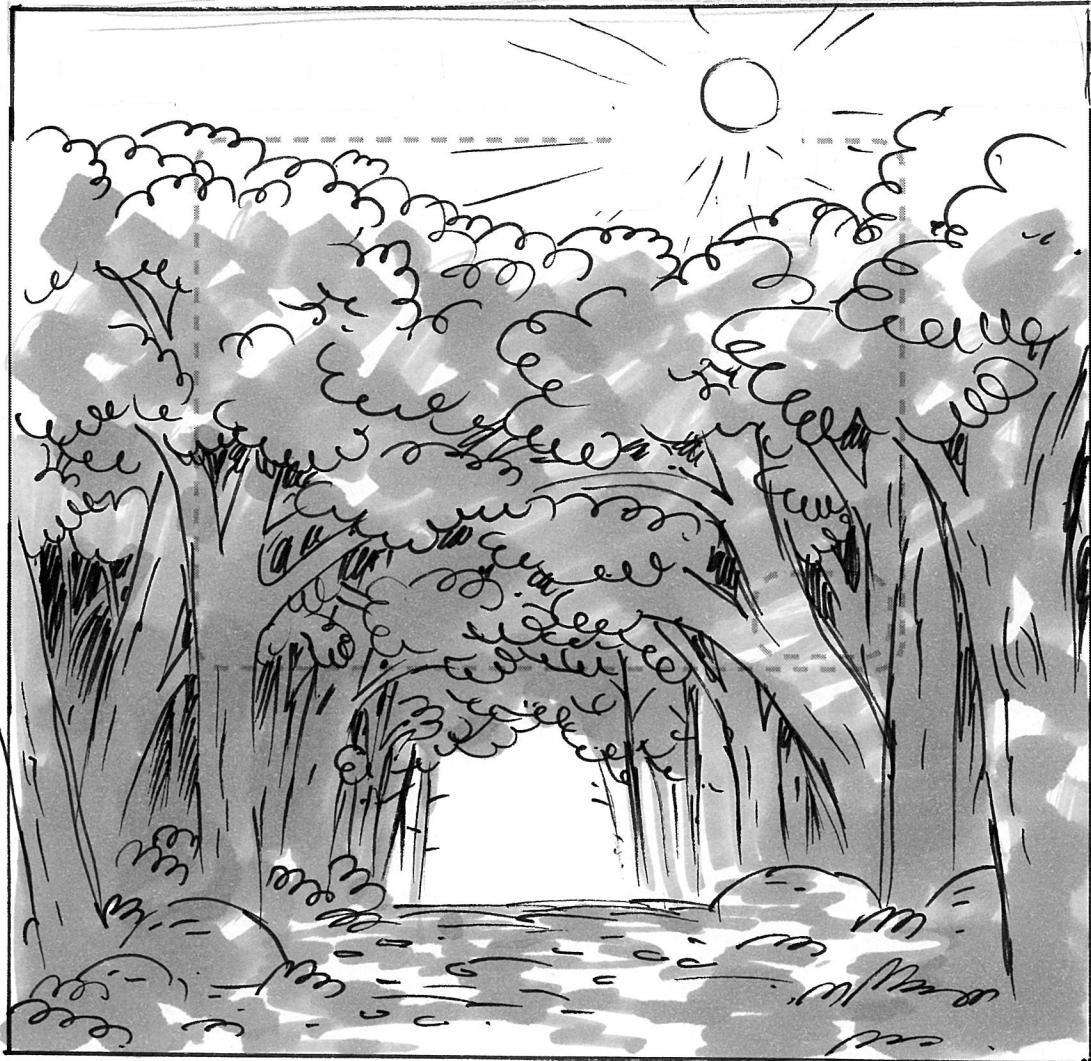
Production :

1025-193

ADVENTURE TIME



Page 107



Sc. 96 Pnl. A Bg. _____

↓ (ADJ)

Dialog:

SFX: * wagon wheels squeaking * →
(sever): * whistling * (same tune as
during introduction)

Action:

* This segment should have some kinda
vaseline-lens flashback effect.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc.

96

Pnl.

B

Bg.

day night

Sc.

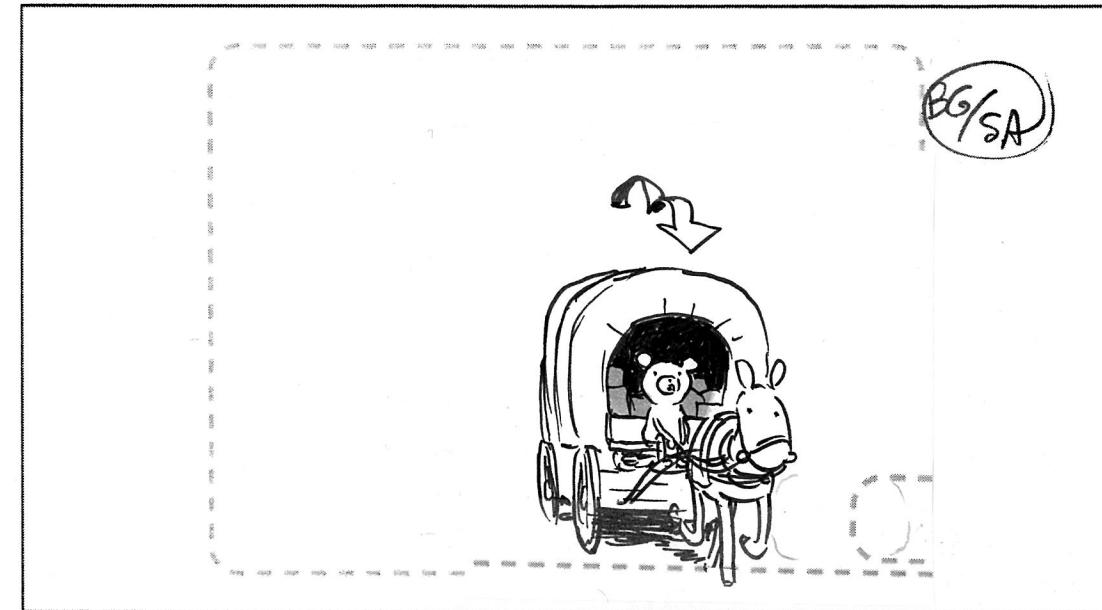
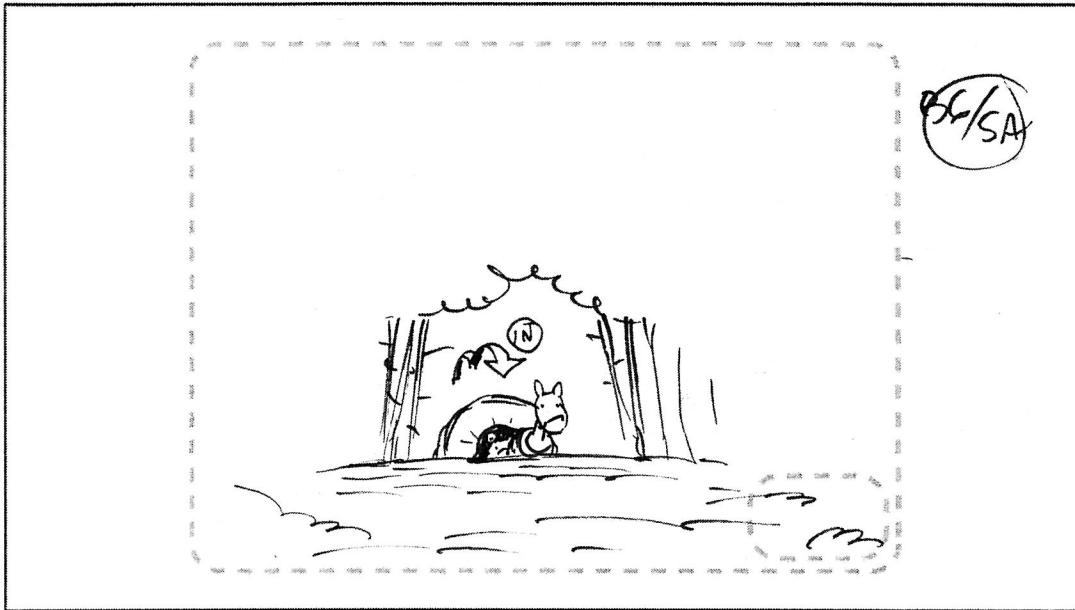
96

Pnl.

C

Bg.

day night

Page 108

1025-193

EPISODE #

Production :

Dialog:

SEVEN V.O. If started out as a
dry like any other. →

SFX: whistling / squeaking

SEVEN V.O. → I was a door-to-door
sales bear, →

SEVEN: AGE(A) (see chart)

Action:

Timing:

ADVENTURE TIME

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Sc.

97

Pnl.

A

Bg.

day night

Sc.

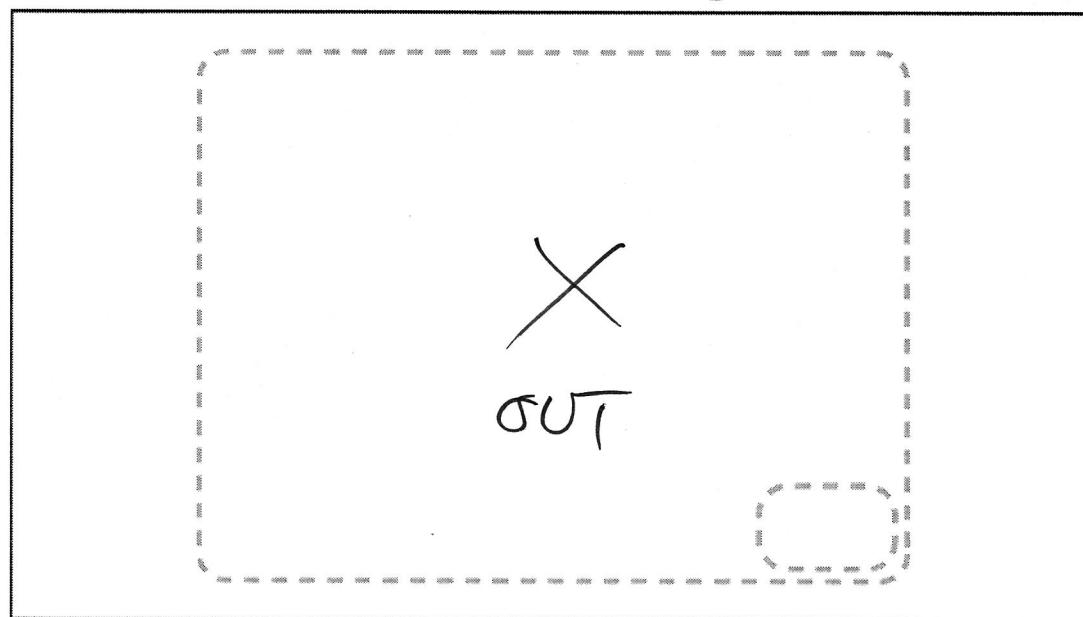
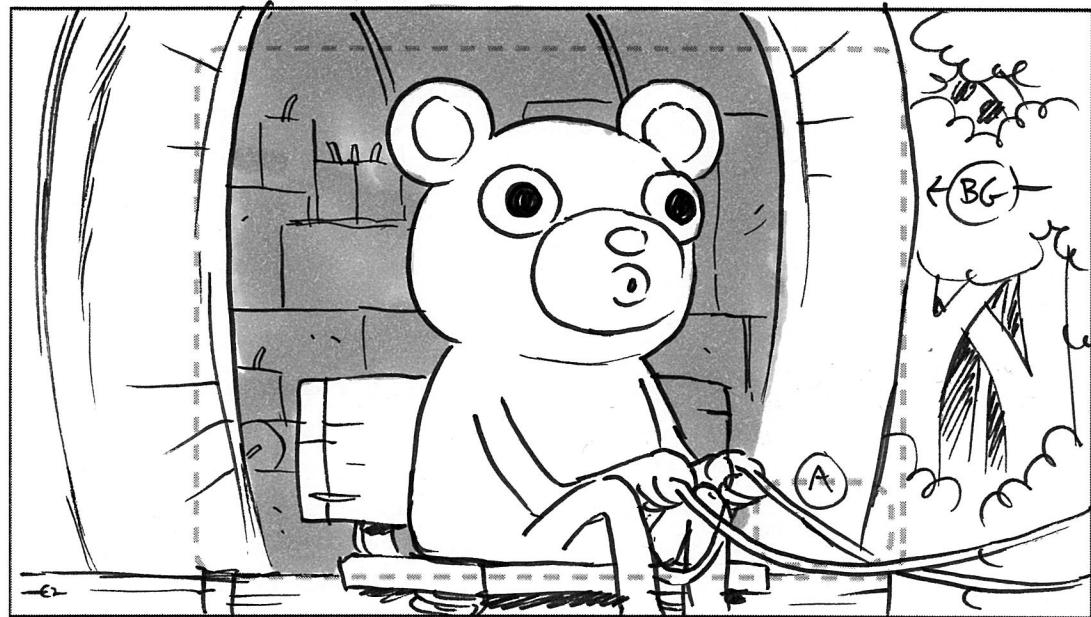
Pnl.

Bg.

day night



Page 109



Dialog:
 SEVEN (V.O.) → specializing in candles and playing cards, making my way to the Candy Kingdom like I'd done 200 times before.

Action:

Timing:
 reins: (A) (B) (A)
 (not too violent, close to beginning of scene. i.e.-
 shouldn't seem like cause of horse's freakout in next scene.)

EPISODE #

Production :

1025-193

ADVENTURE TIME

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Sc.

98

Pnl. A

Bg.



day night

Sc.

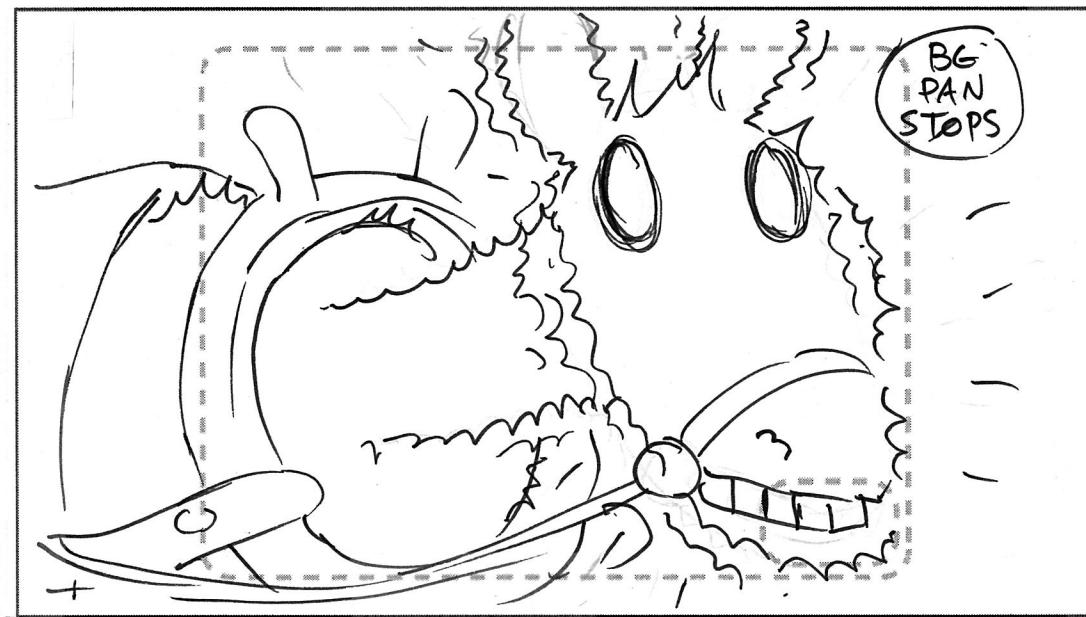
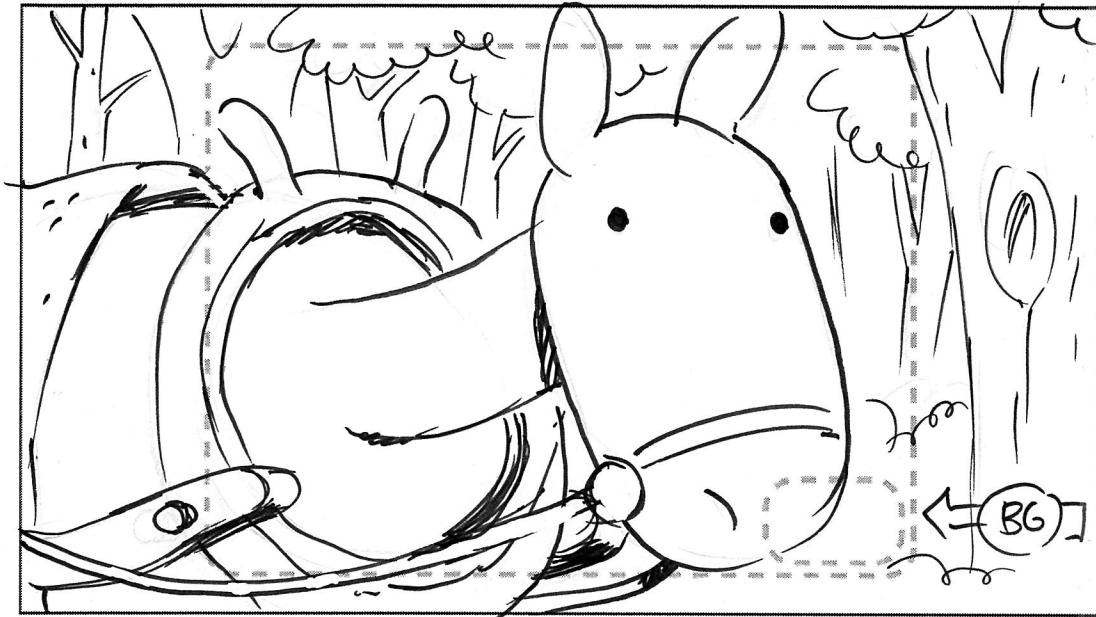
98

Pnl. B

Bg.

Page 110

day night



Dialog:

SEVEN

V.O.

I guess my horse got stung by
a bee or somethin', →

Action:

- Horse is emotionally electrified by
inner problems.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 111

Sc.

98

Pnl.

C

Bg.

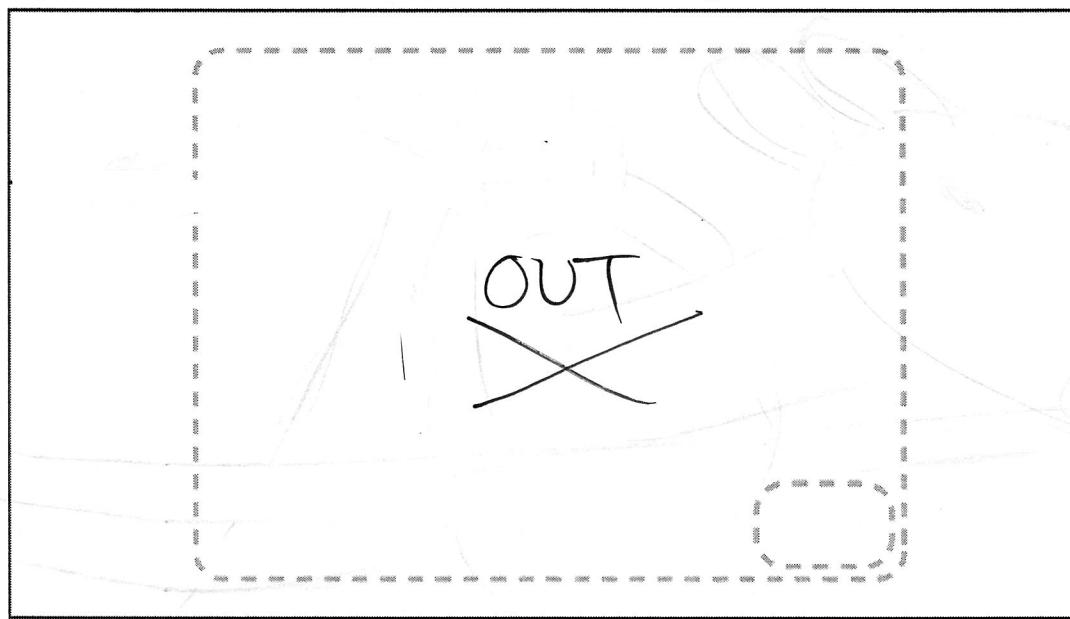
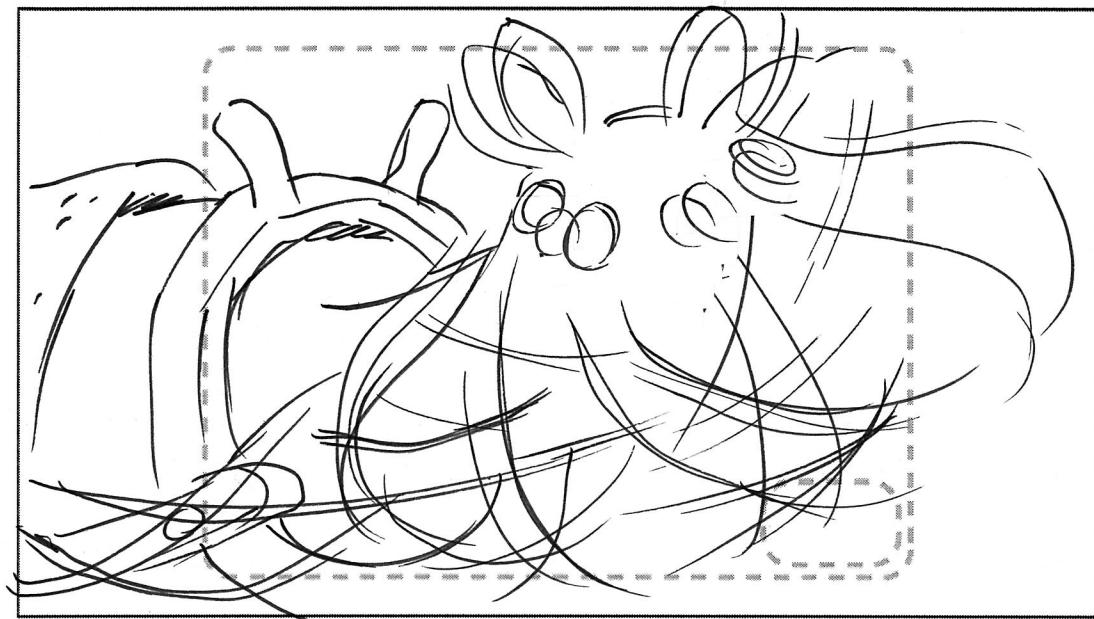
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SEVEN V.O. → cuz all of a sudden he just skronked the moth out.

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME

Sc.

98

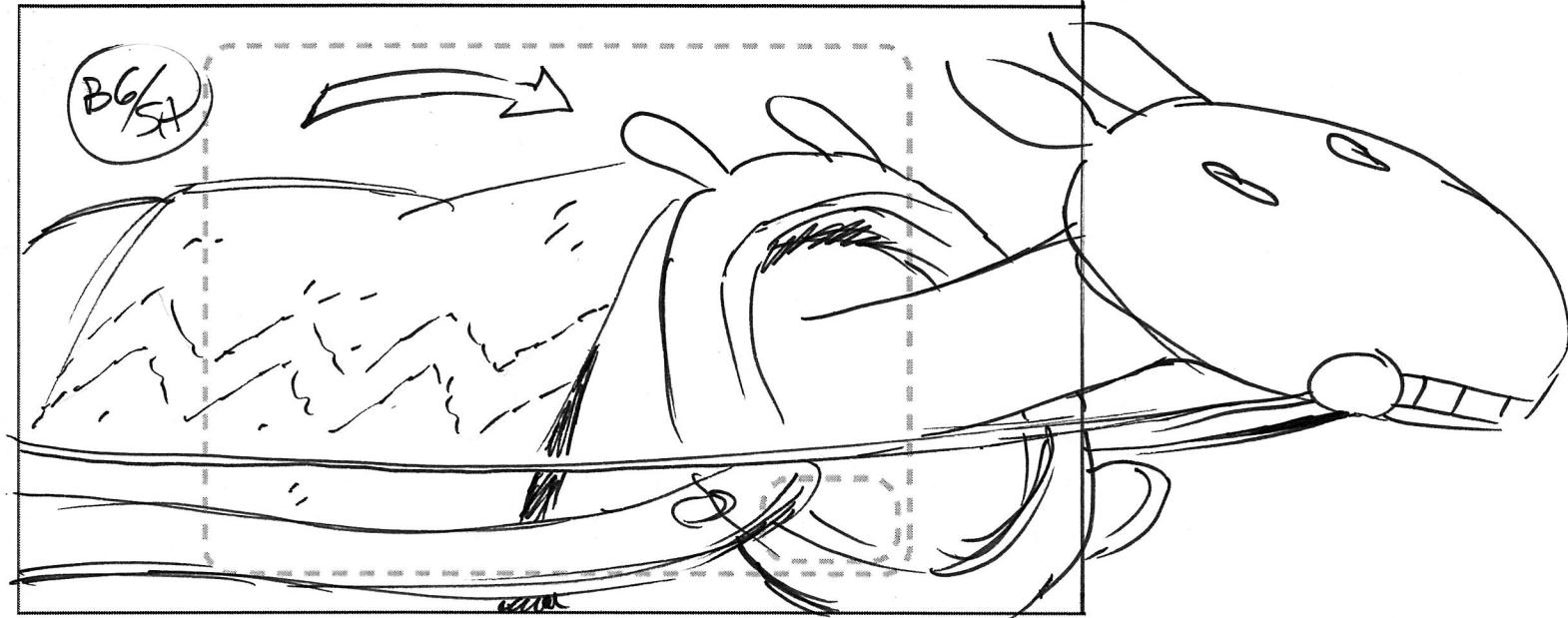
Pnl. D

Bg.



day night

Page 112



Dialog:

Action: - Horse bolts forward.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 113

Sc.

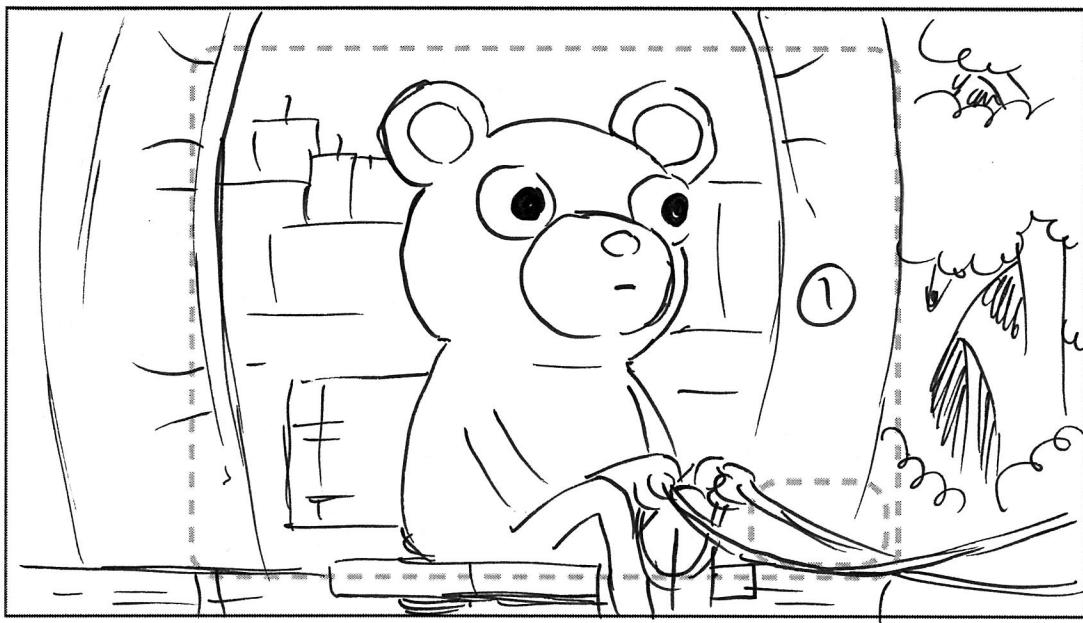
99

Pnl.

A

Bg.

day night



Sc.

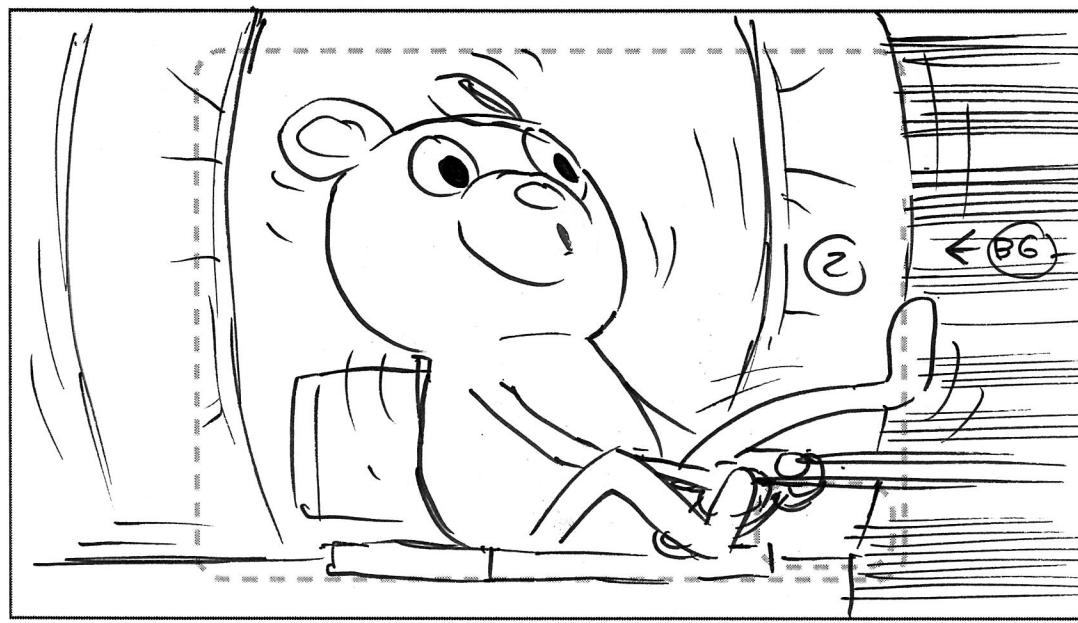
99

Pnl.

B

Bg.

day night



Dialog:

Action:

- Cart bolts forward

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 114

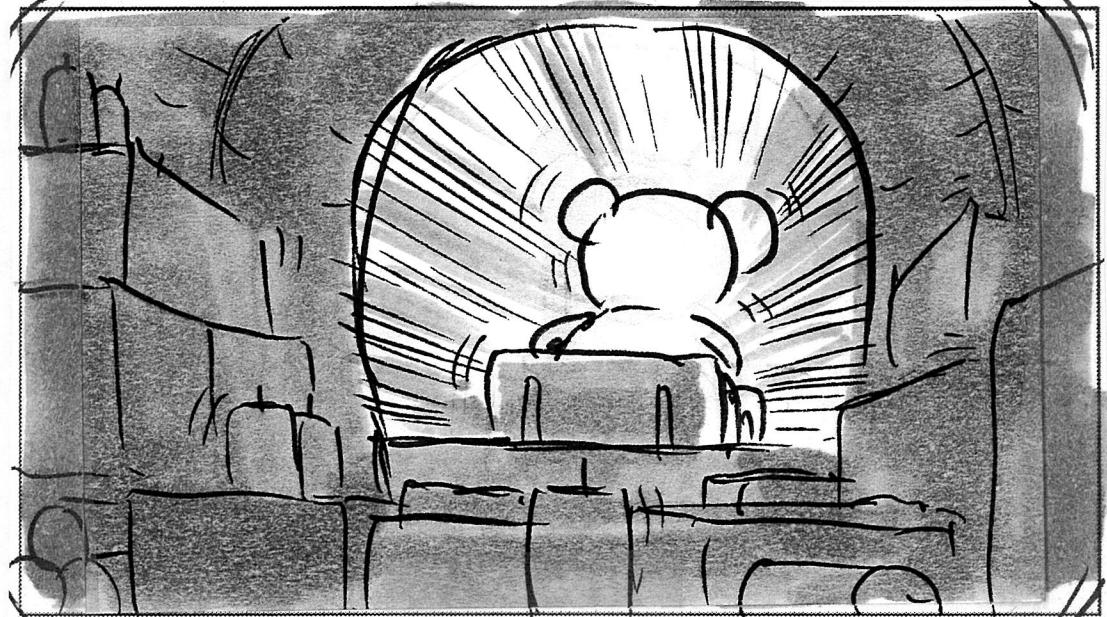
Sc.

100

Pnl. A

Bg.

day night

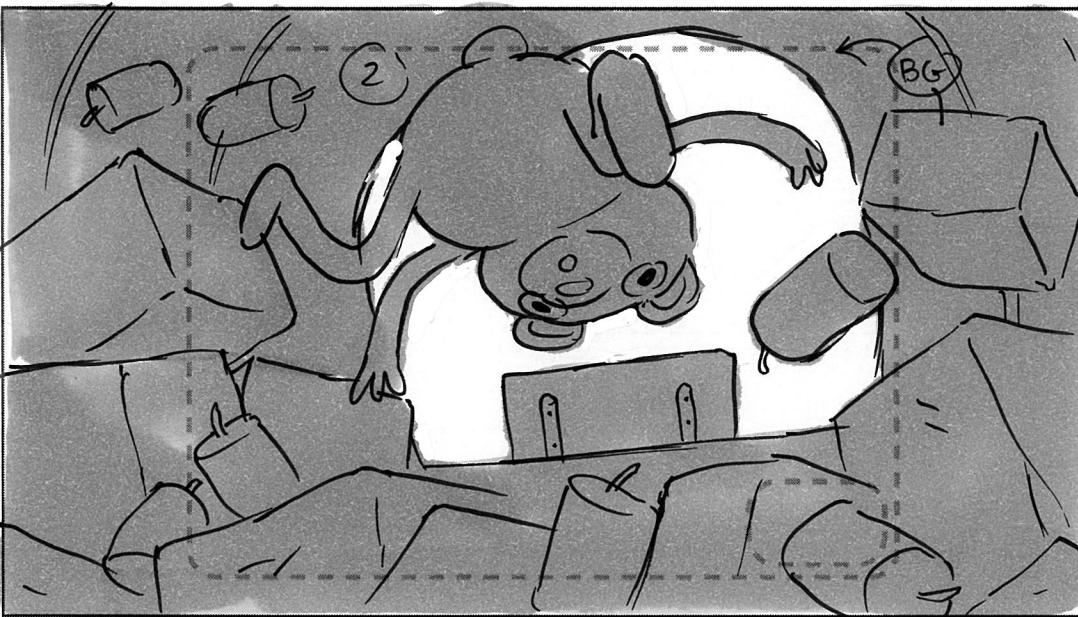


Sc. 100

Pnl. B

Bg.

day night



Dialog:

(SEVEN) VO

we went off-road and
I got thrown back
into my wagon.

Action:

* {{ screen shakes/rattles as cart enters rough terrain }}

When wagon hits bump,
action eases, Zack Snyder
style, into slow motion.

Timing:

Bg outside the wagon
dissolves to pure white.



EPISODE #

Production :

1025-193

Sc.

Pnl.

Bg.

day night

Sc.

101

Pnl.

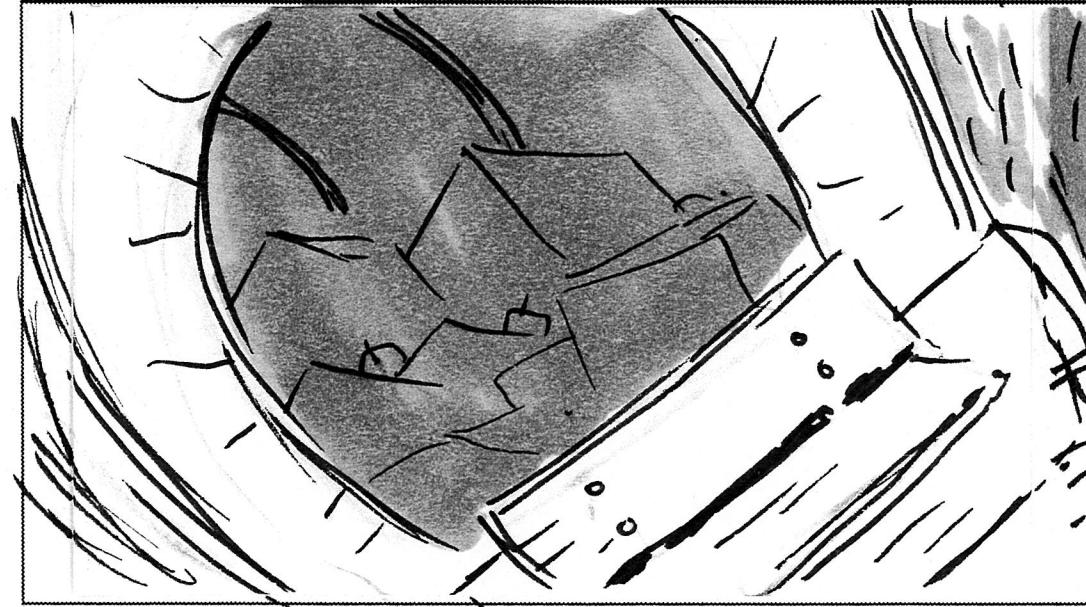
A

Bg.

day night

Page 115

QUICK
FADE
WHITE



Dialog:

SEVEN (v.o.) When the shaking stopped, →

Action:

Timing:

EPISODE #

Production :

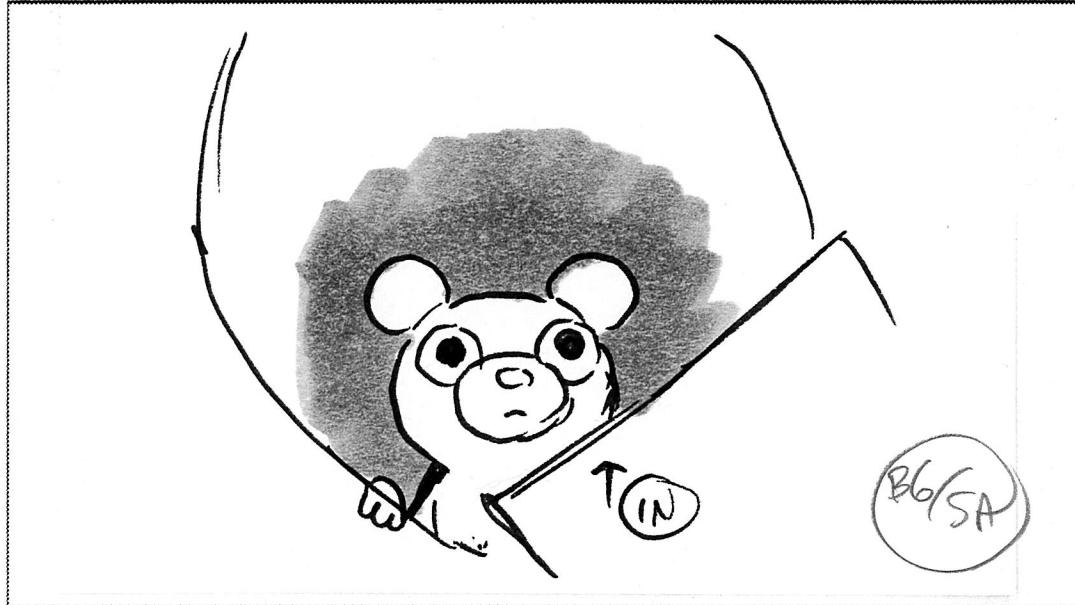
1025-193

ADVENTURE TIME

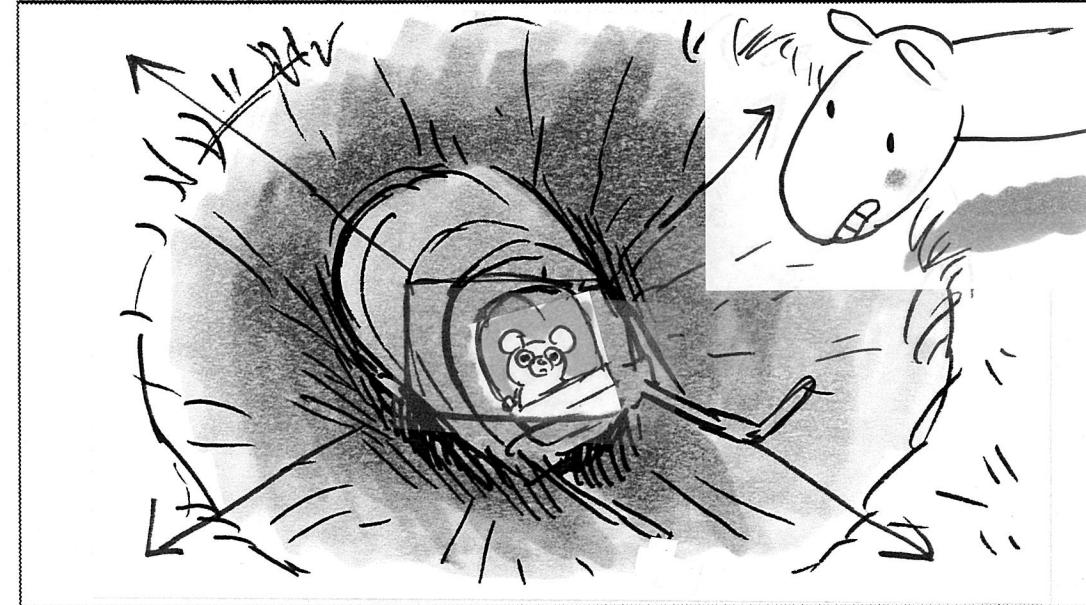


Page 116

Sc. 101 Pnl. B Bg. day night



Sc. 101 Pnl. C Bg. day night



Dialog:

→ I crawled
out,

Action:

Timing:

→ only to find
I was wedged
deep in a hole
and sinking
fast -

EPISODE #

Production :

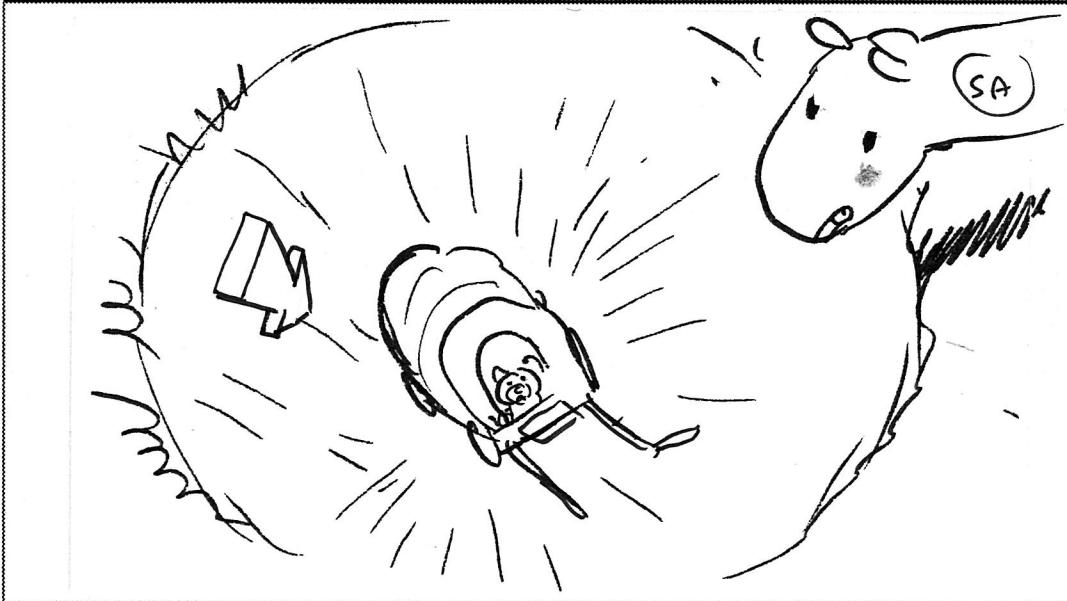
1025-193

Sc. 101

Pnl. D

Bg.

day night



Sc. 102

Pnl. A

Bg.

day night



Dialog:

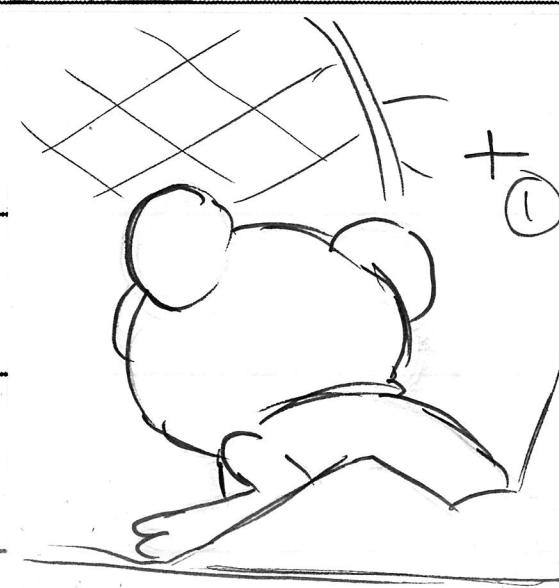
* SCRAAPPÉ *

Action: - wagon sinks
further into
hole.



c.u.

Timing:



- Seven pulls the
barlop covering off
the wagon hoop/ribs

EPISODE #

Production:

1025-193

Page 117

ADVENTURE TIME



Page 118

Sc.

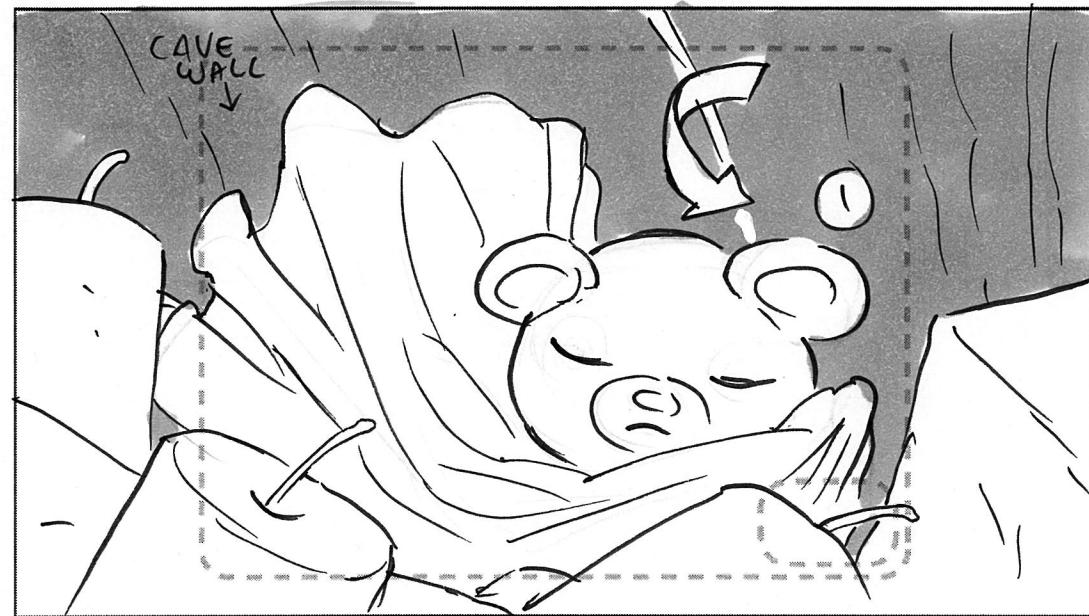
102

Pnl.

B

Bg.

day night



Sc.

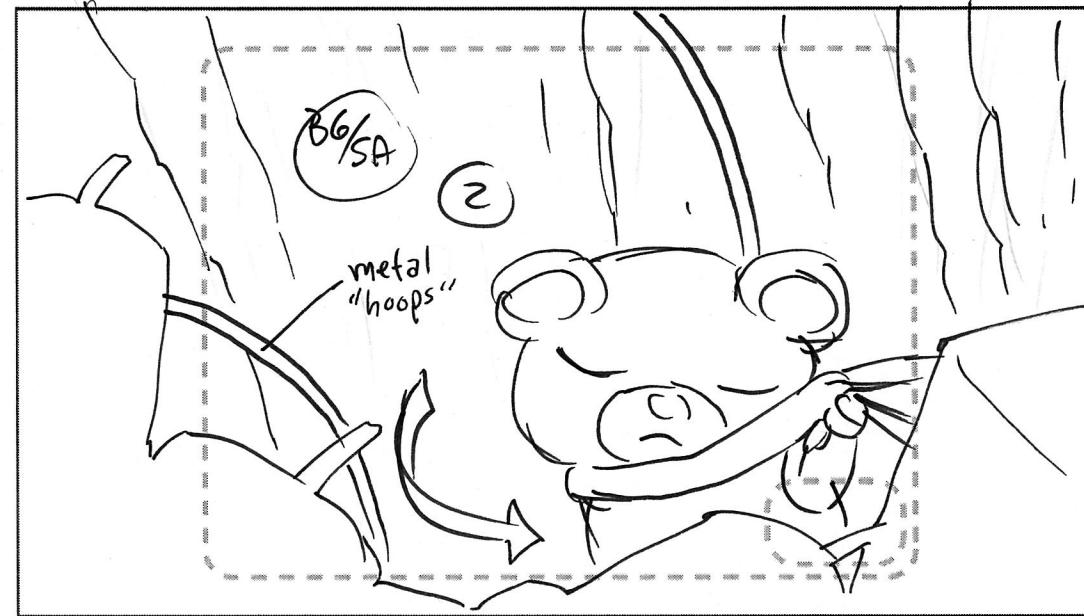
102

Pnl.

C

Bg.

day night



Dialog:

SEVEN VO

I had just enough time →

Action:

(1) (2) : one continuous motion

Timing:

EPISODE #

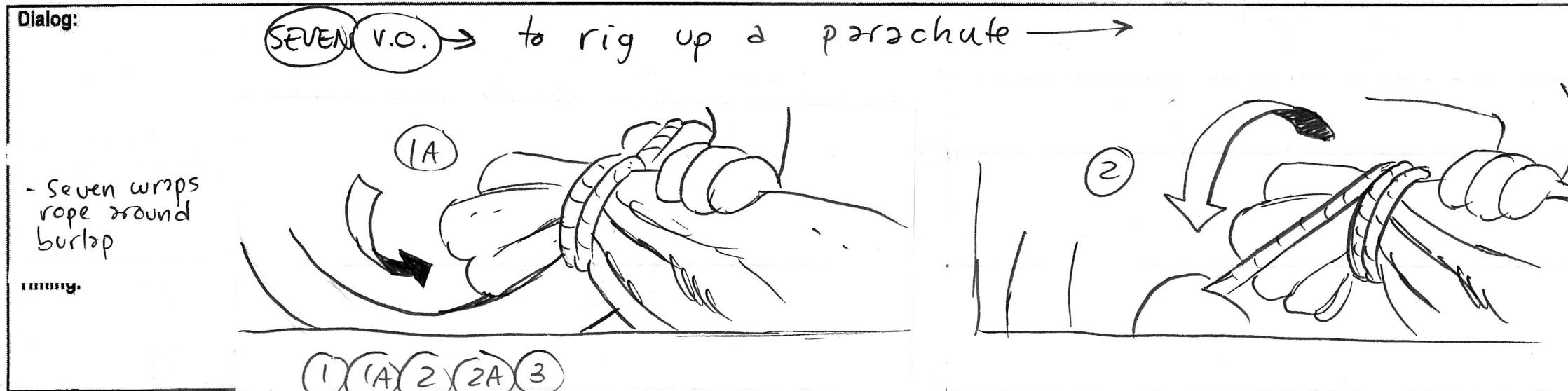
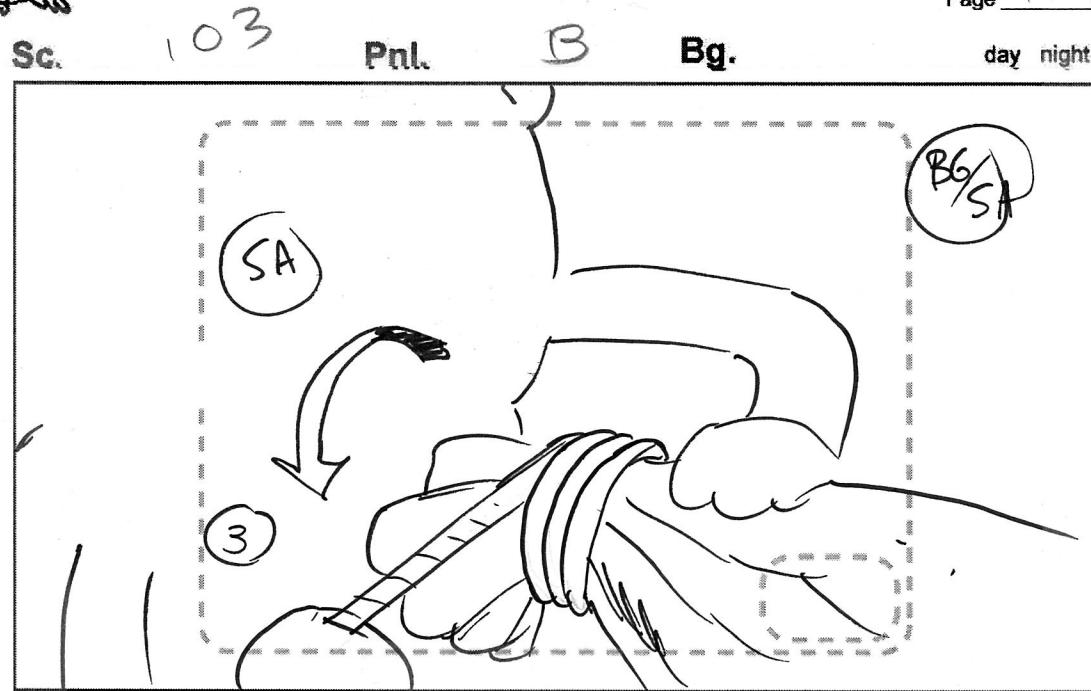
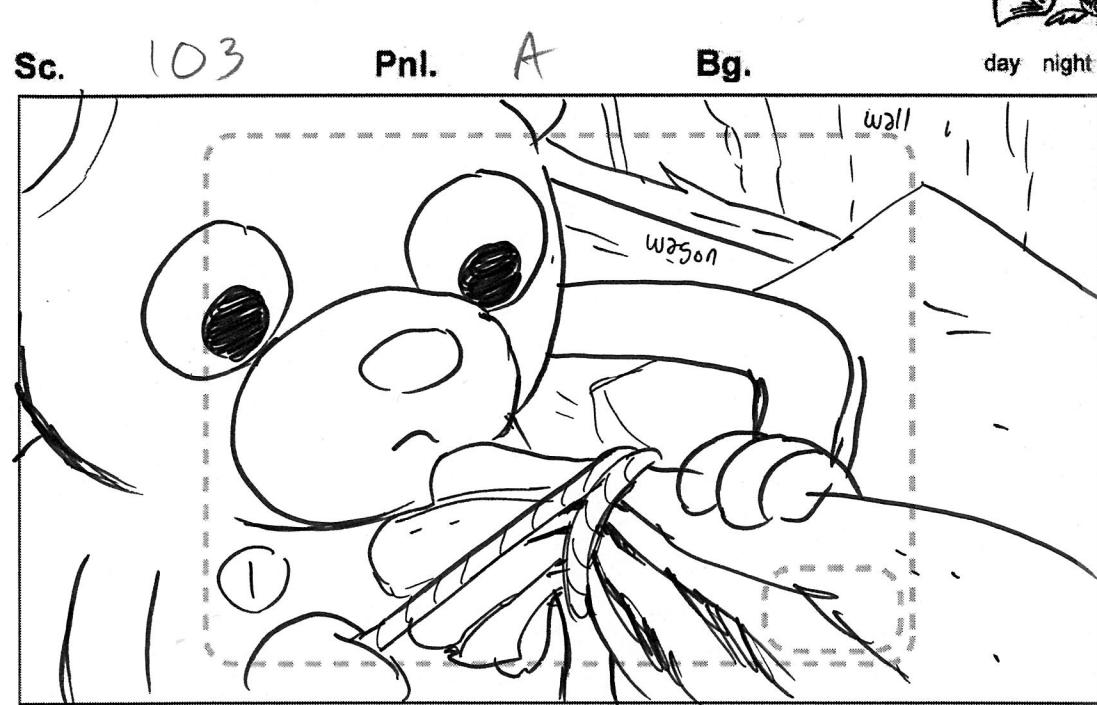
Production :

1025-193

ADVENTURE TIME



Page 119



EPISODE #

Production:

1025-193

ADVENTURE TIME



Page 120

Sc.

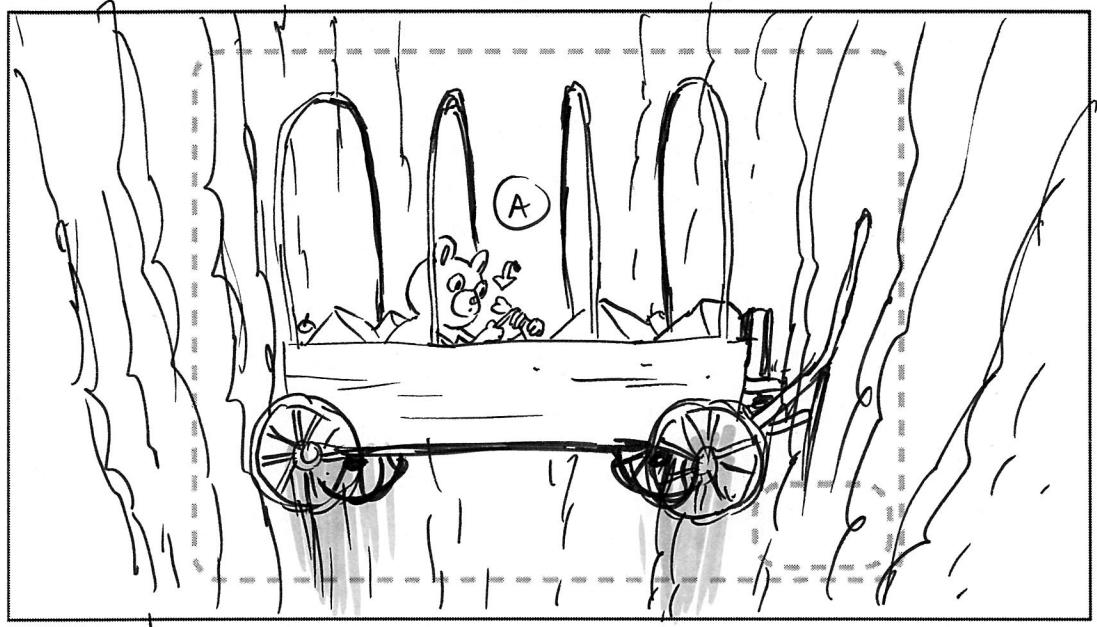
104

Pnl.

A

Bg.

day night



Sc.

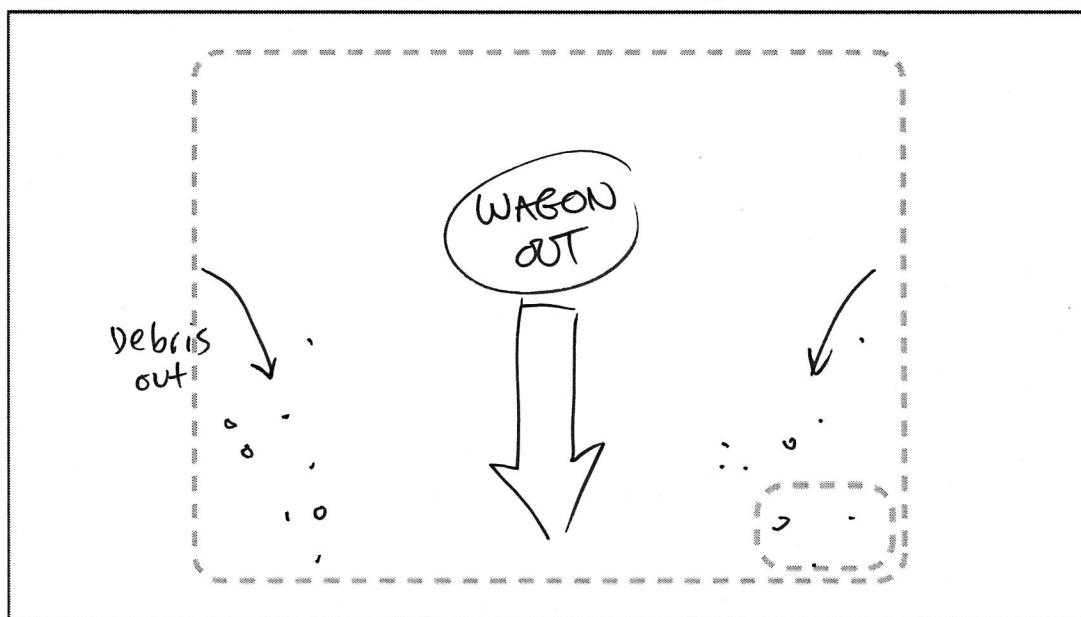
104

Pnl.

B

Bg.

day night



Dialog:

SFX: SCRAPE!

Action:

- Seven wrapping rope around burlap.



(A)(B)(A)(B)(A)



Timing:

- Wagon suddenly gives way and falls quickly off screen.

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc.

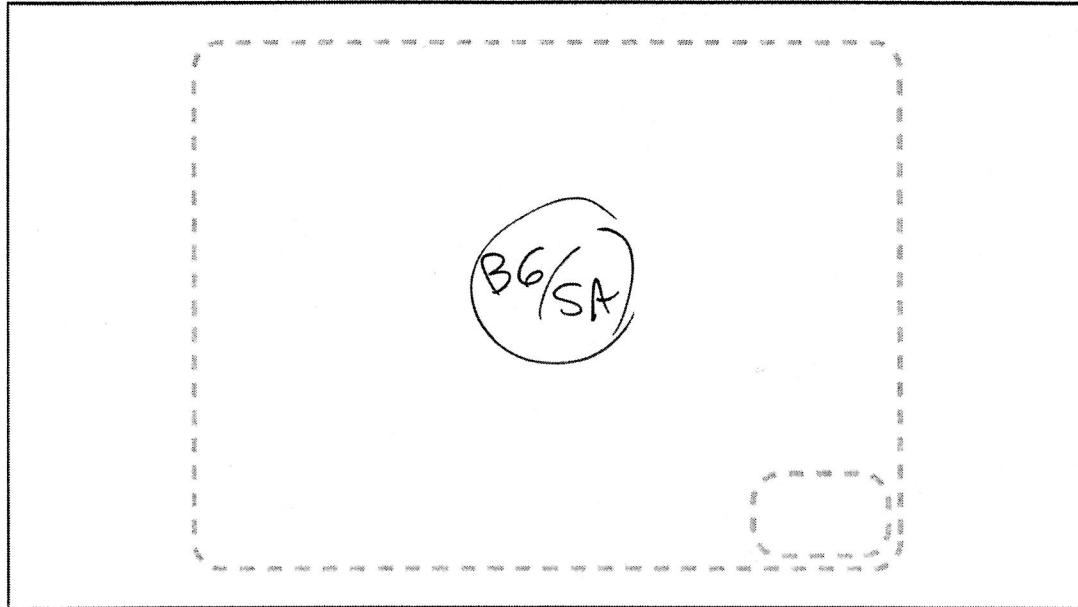
104

Pnl.

C

Bg.

day night



Sc.

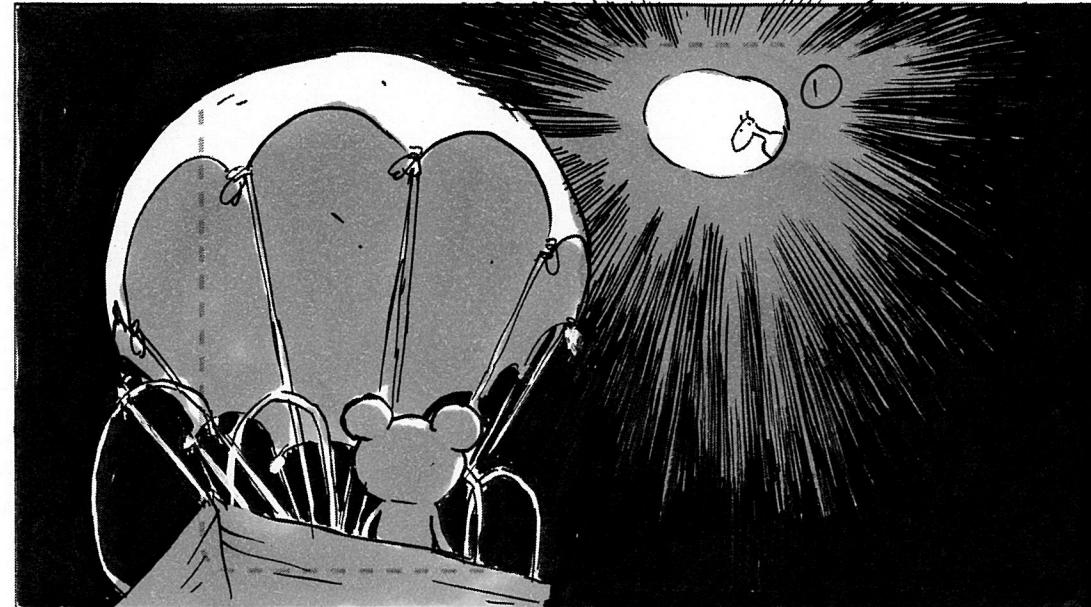
105

Pnl.

A

Bg.

day night

Page 121

Dialog:

SFX: *FWUMP!*
(parachute deploying)

SEVEN U.O. And I've been
falling ever since...

Action:

(2)
Hole shrinks
as wagon
falls slowly
away.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME

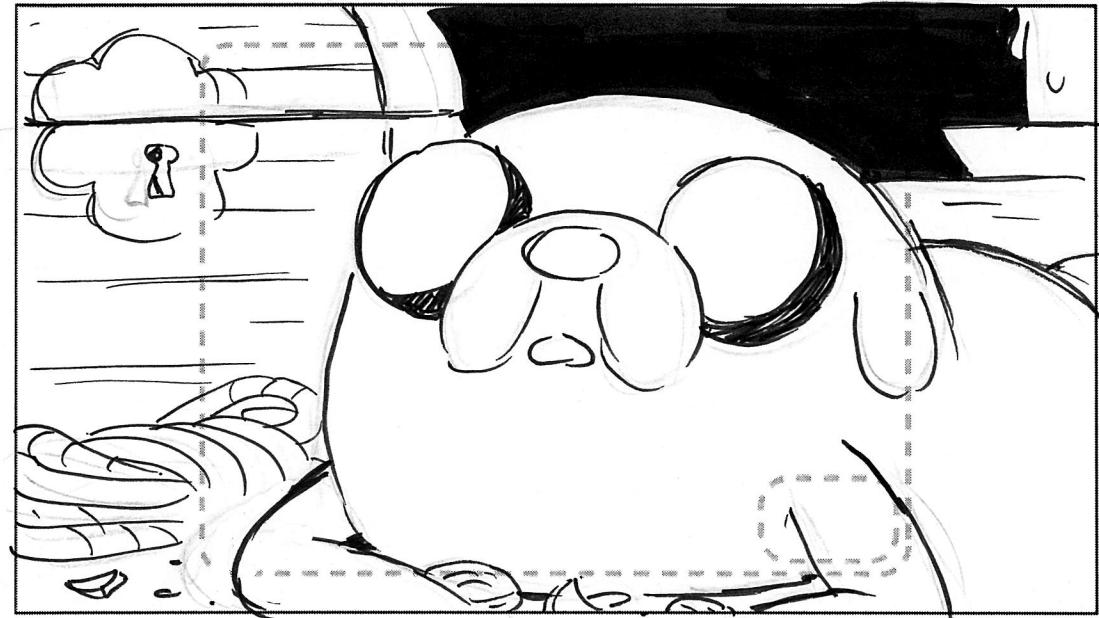


Page 122

Sc. 106 Pnl. A

Bg.

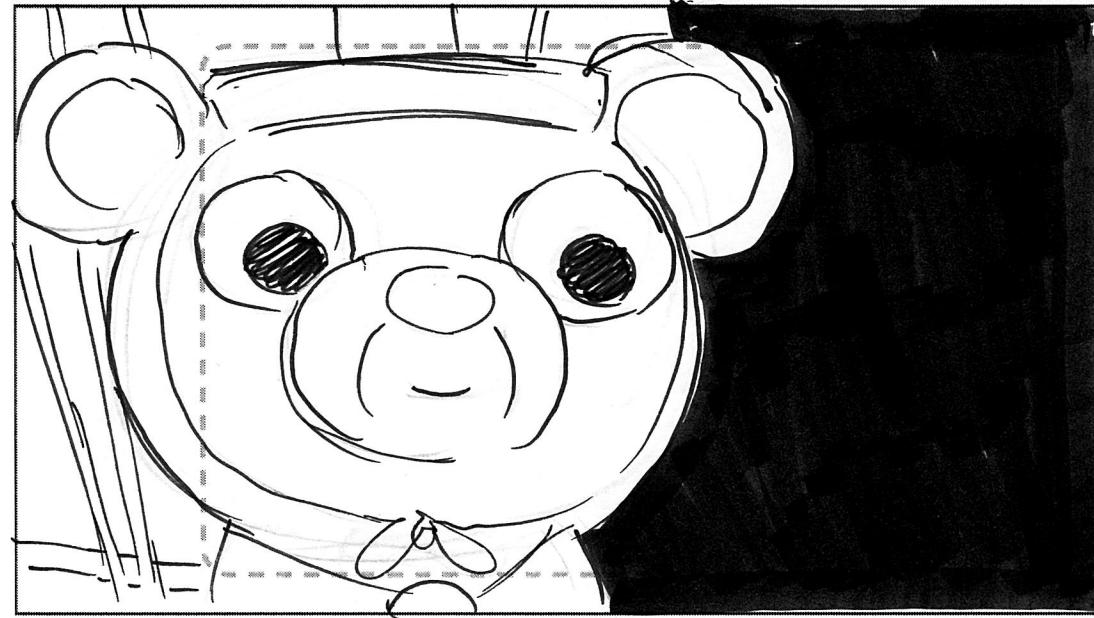
day night



Sc. 107 Pnl. A

Bg.

day night



Dialog:

JAKE: who...

SEVEN: mm-hm.

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 123

Sc. 108

Pnl.

A

Bg.

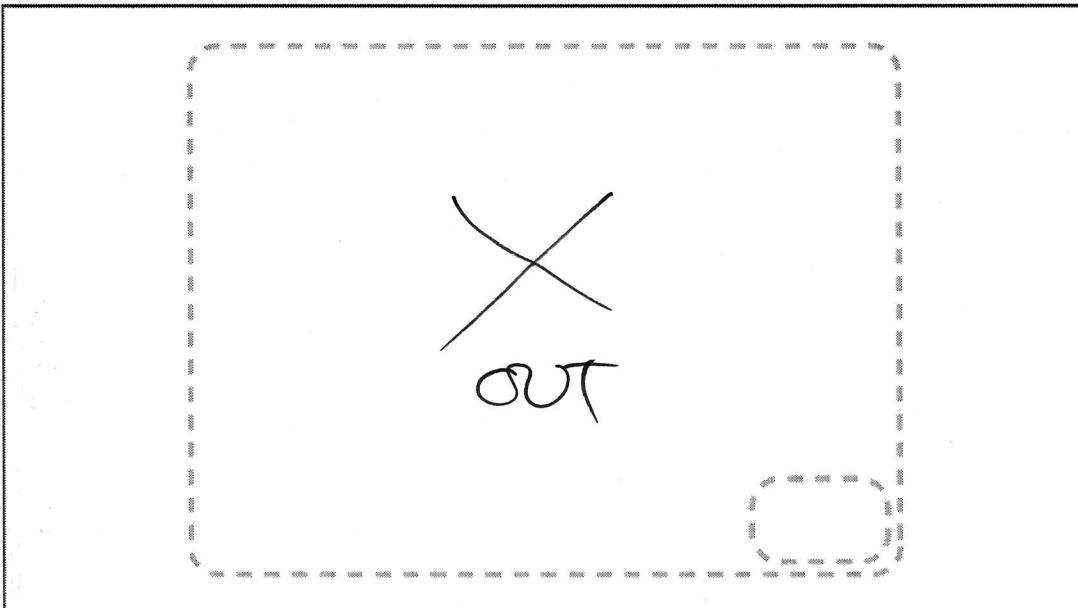
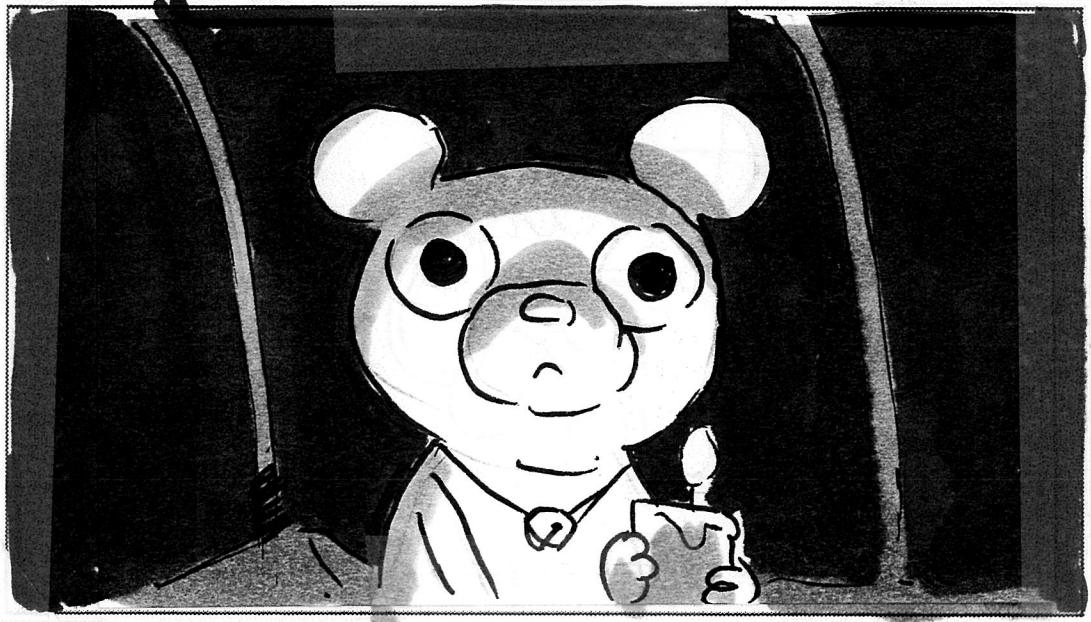
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SEVEN V.O.

Sometimes walnuts
would fall into the hole, →

Action:

AGE B

Timing:

EPISODE #

Production :

1025-193

Sc. 108

Pnl. B

Bg.

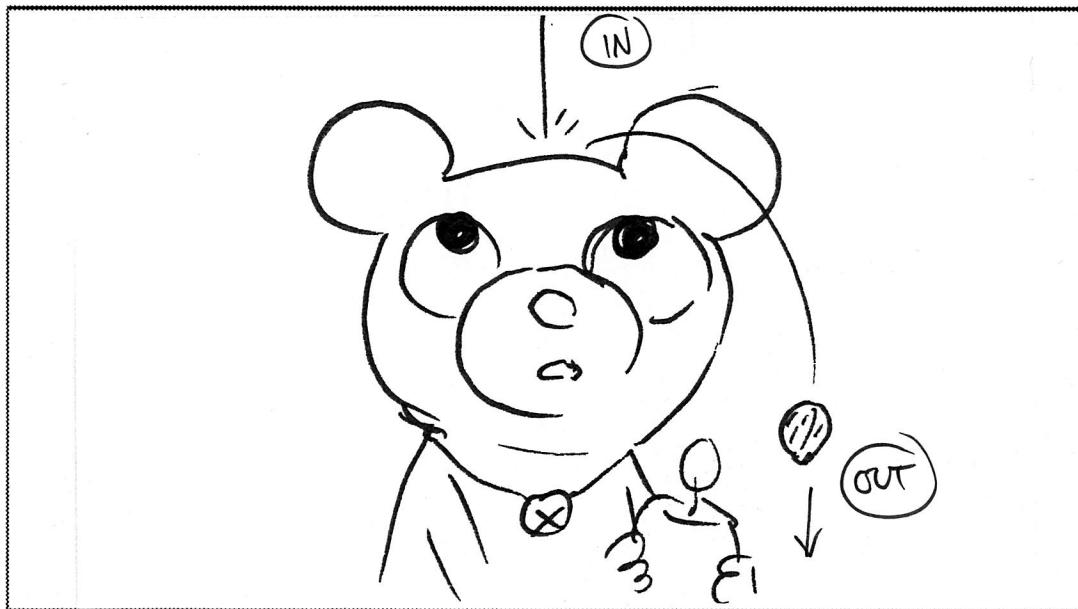
day night

Sc. 109

Pnl. A

Bg.

Page 124



Dialog:

Action:



- Walnut falls
on Seven's head
and bounces off screen.

Timing:

(7) → 2nd
sometimes
Rain.

- Rain falls on Seven's face.

EPISODE #

Production :

1025-193

ADVENTURE TIME



125

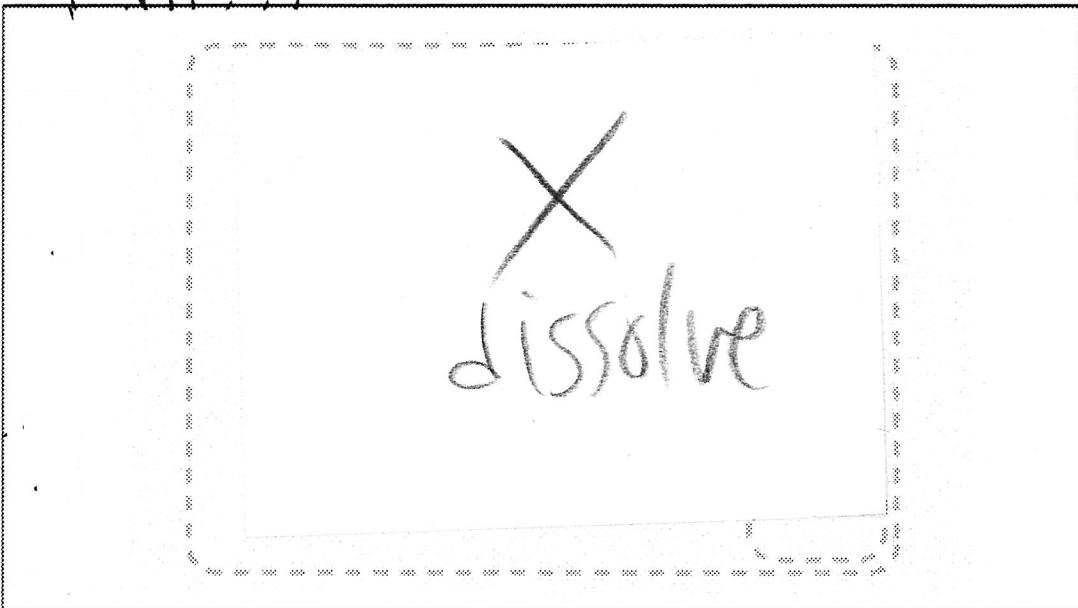
Page _____

Sc.

Pnl.

Bg.

day night



Sc.

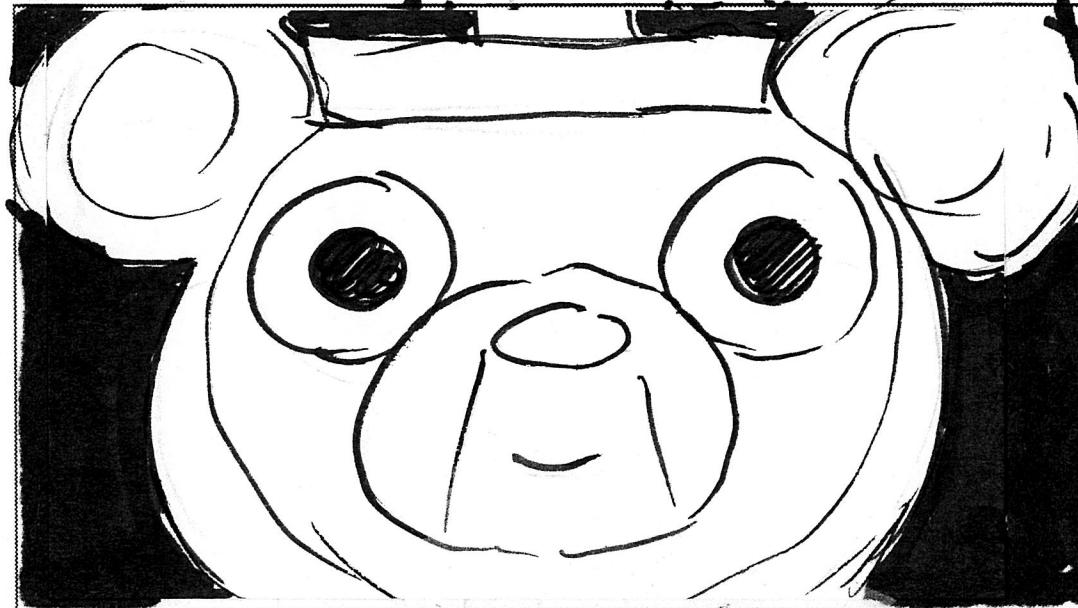
110

Pnl.

A

Bg.

day night



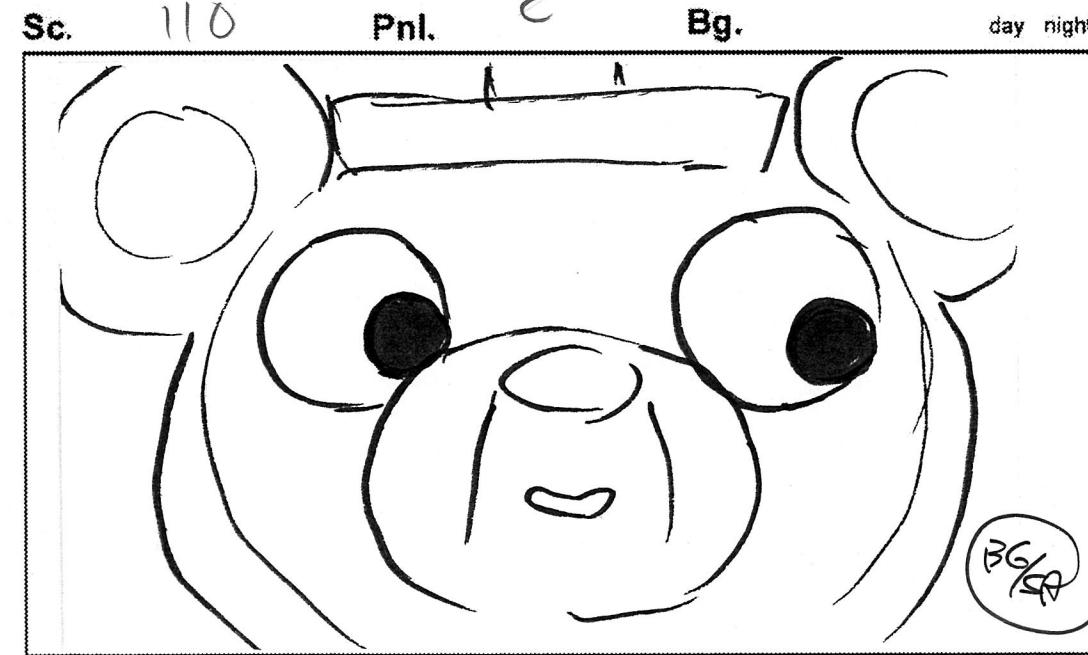
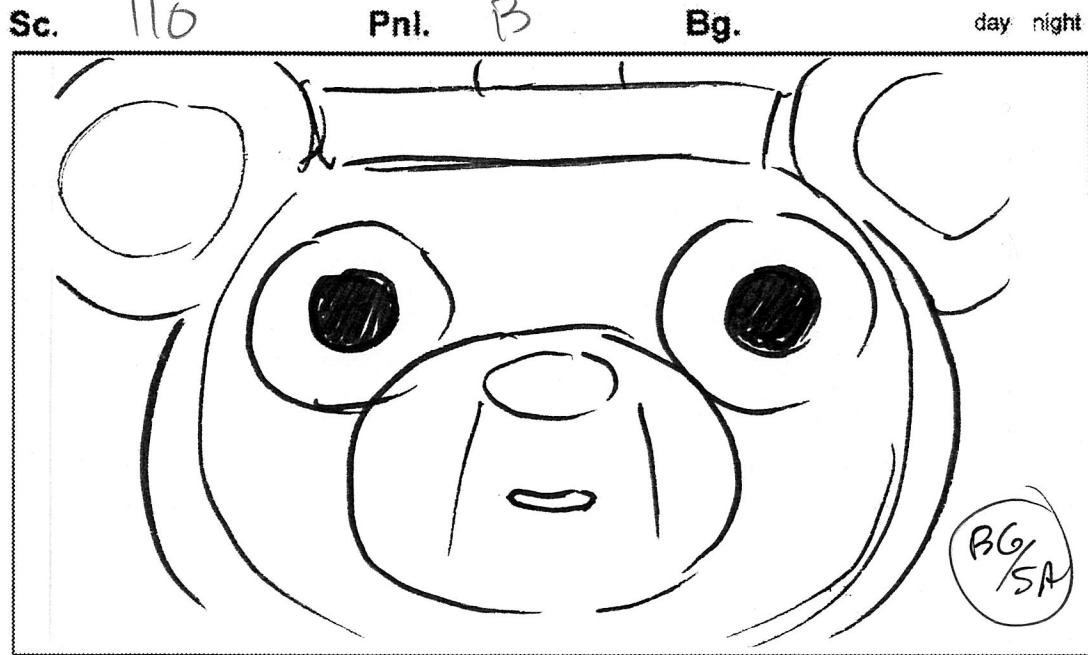
Dialog:

Action:

Timing:

EPISODE #

Production :



EPISODE #

Production:

Dialog:

(7) and...

→ I guess that
was enough.

Action:

Timing:

ADVENTURE TIME



Page 127

Sc.

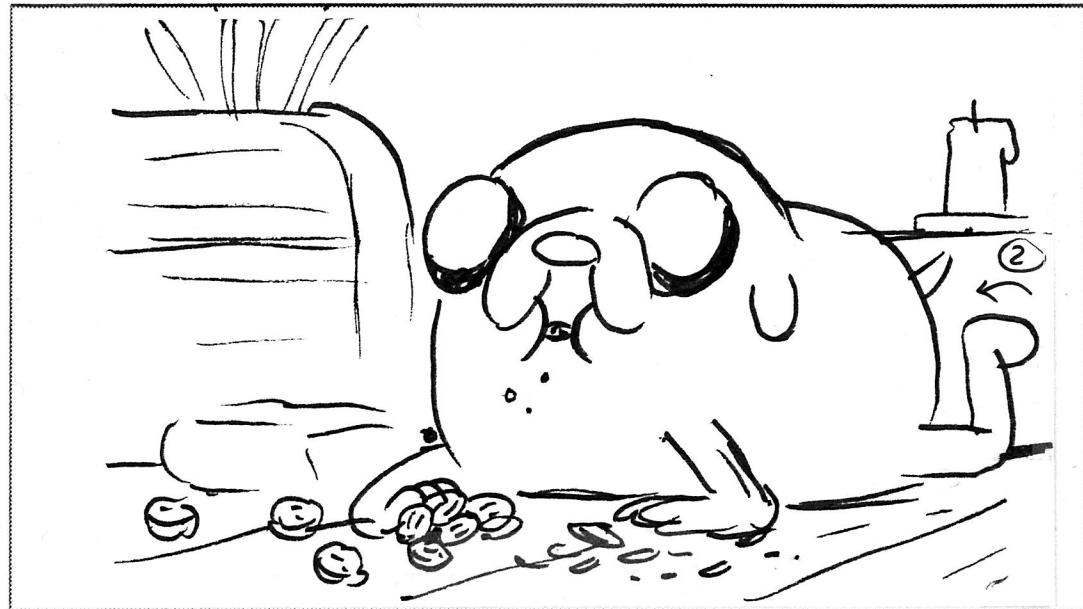
111

Pnl.

A

Bg.

day night



Sc.

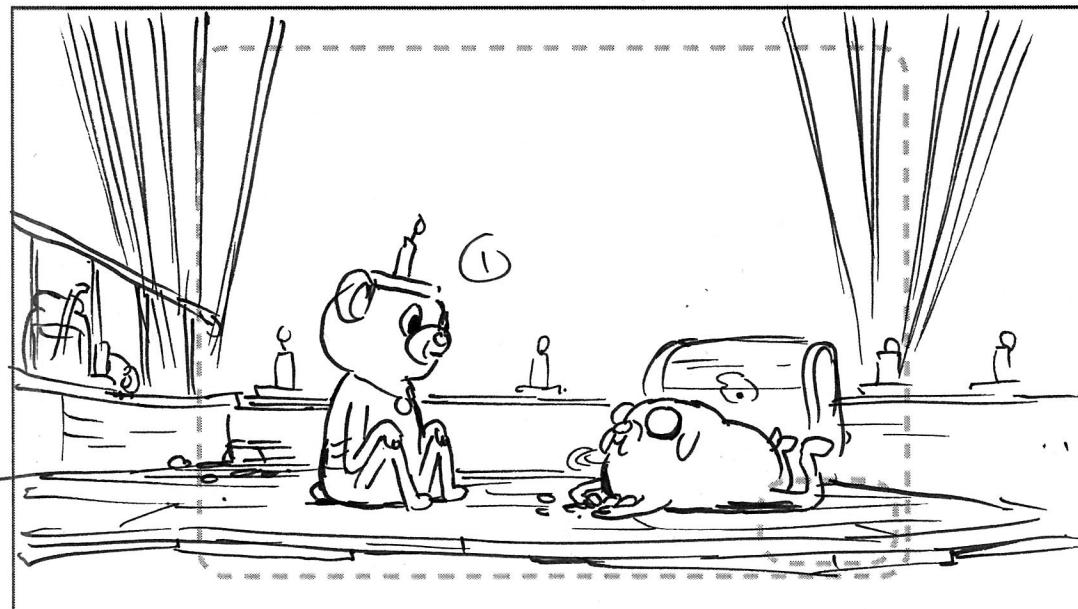
112

Pnl.

A

Bg.

day night

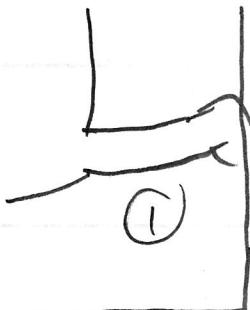


Dialog:

(J) Whoa, so... how did you pass the time?

(Seven) Well, for a long time I just waited to be rescued.

Action:



Timing:

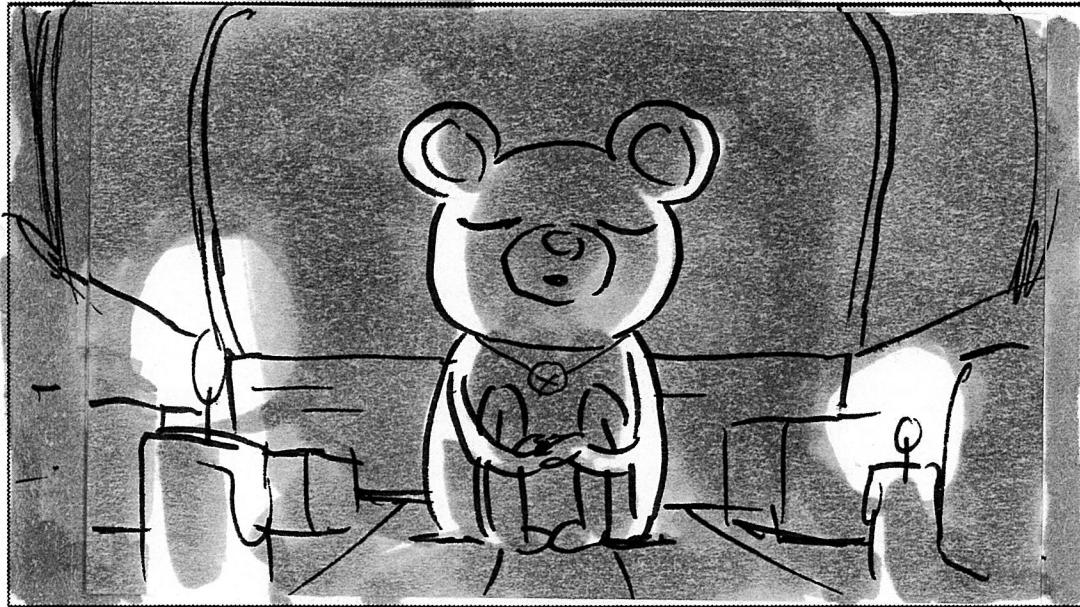


EPISODE #

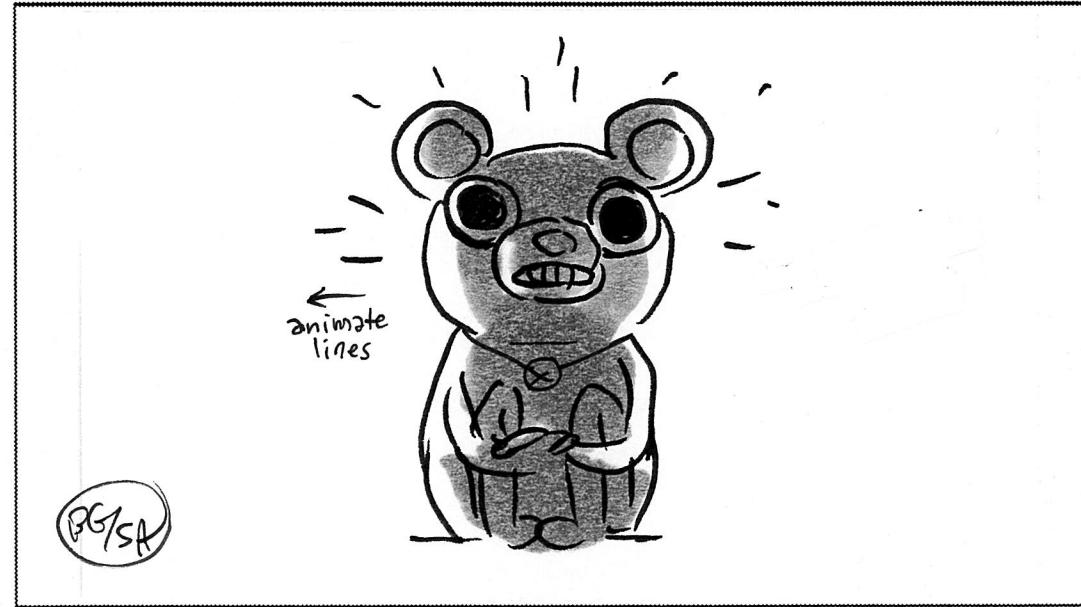
Production :

1025-193

Sc. 113 Pnl. A Bg. day night



Sc. 113 Pnl. B Bg. day night



Dialog:

⑦ 3599 mississippi
3600 mississippi

Action:

AGE B

Timing:



⑦ VO but that
was crazy
boning.

ADVENTURE TIME



Page 129

Sc. 114

Pnl. A

Bg.

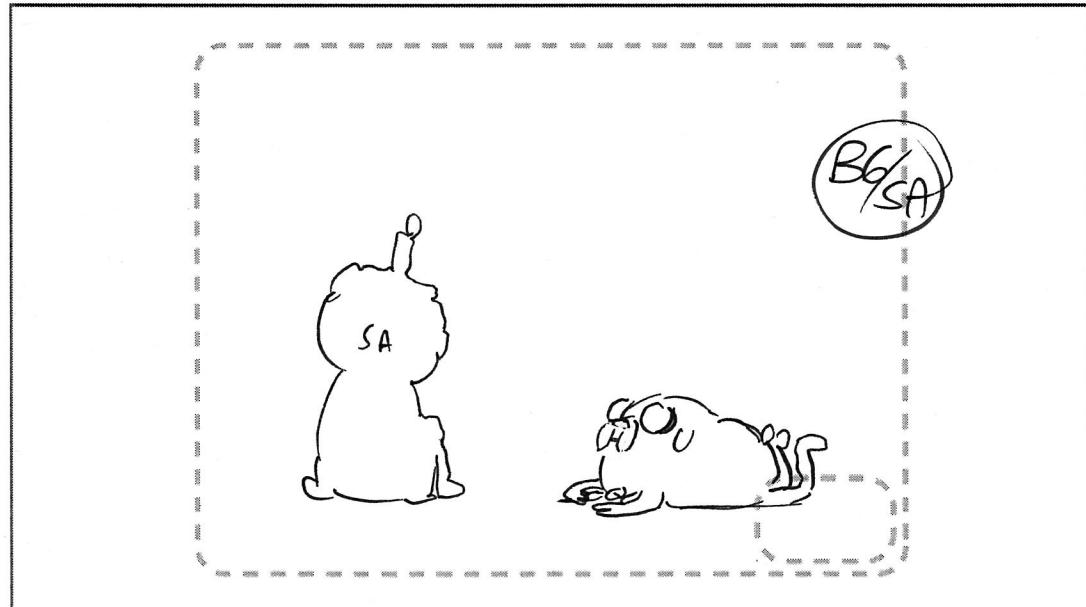
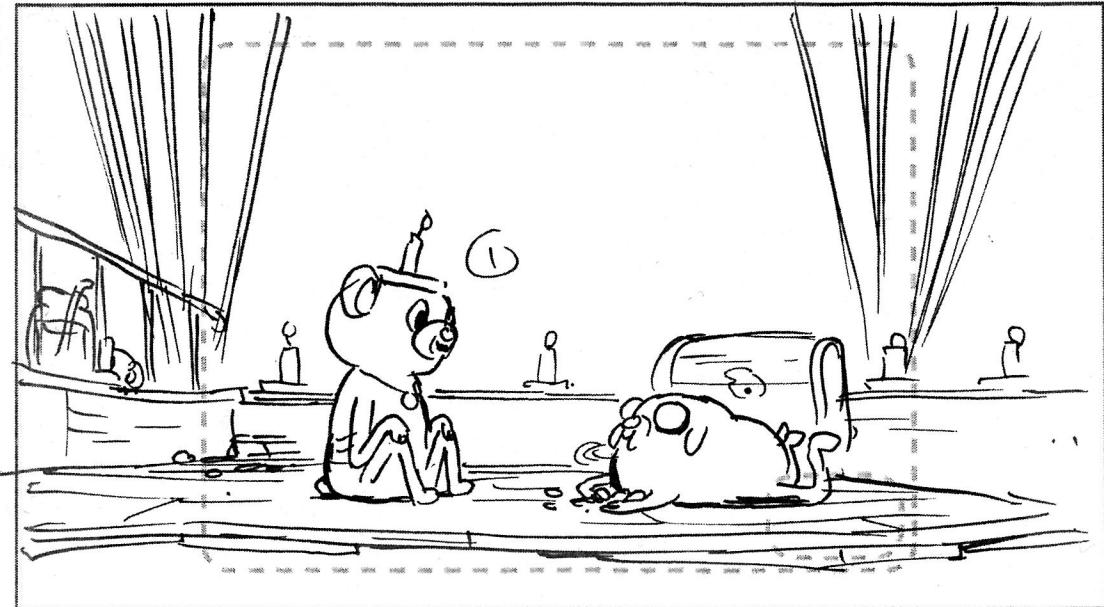
day night

Sc. 114

Pnl. B

Bg.

day night



Dialog:

seven: ① So then I got really ② into freecell,
and things got ① a lot better

J: "freecell"?

Action:

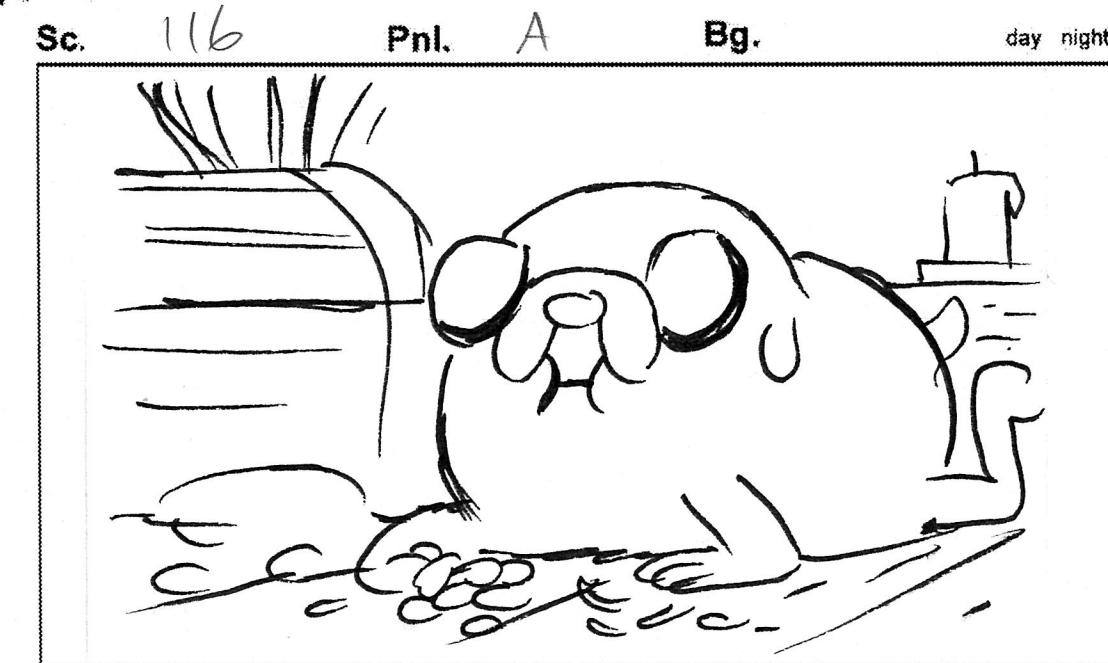
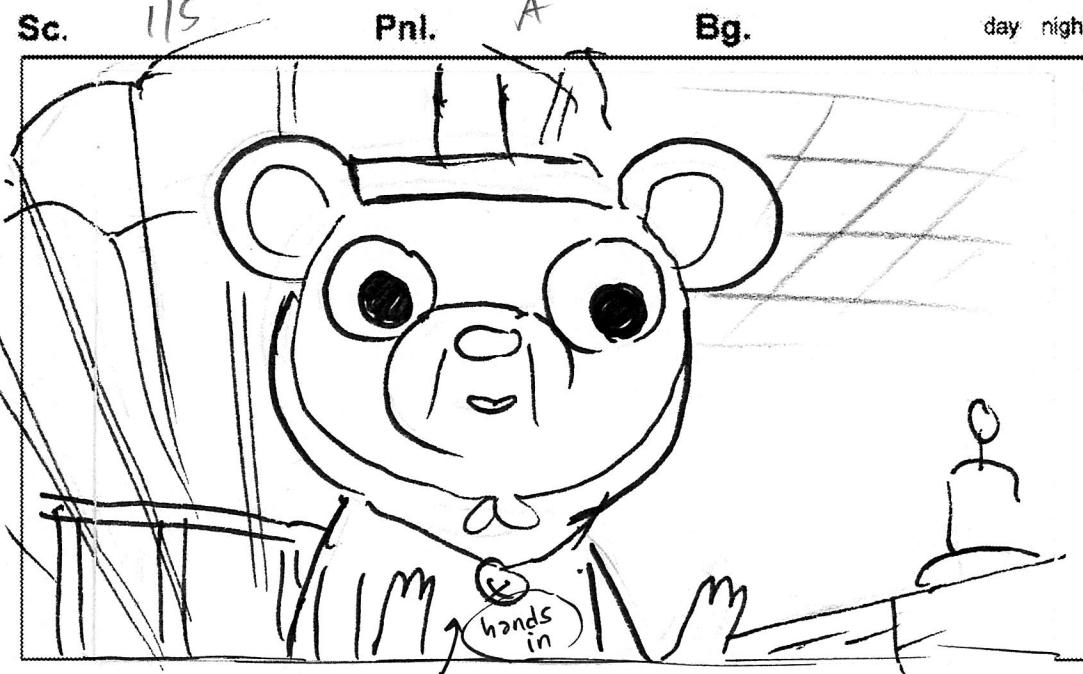


Timing:

EPISODE #

Production :

1025-193



Dialog:

(Seven:) Yeah, it's like solitaire
but there's very few unsolvable shuffles.

Action:

Timing:

(J:) mm..
(thoughtful)

Production:

EPISODE # 1025-193

ADVENTURE TIME



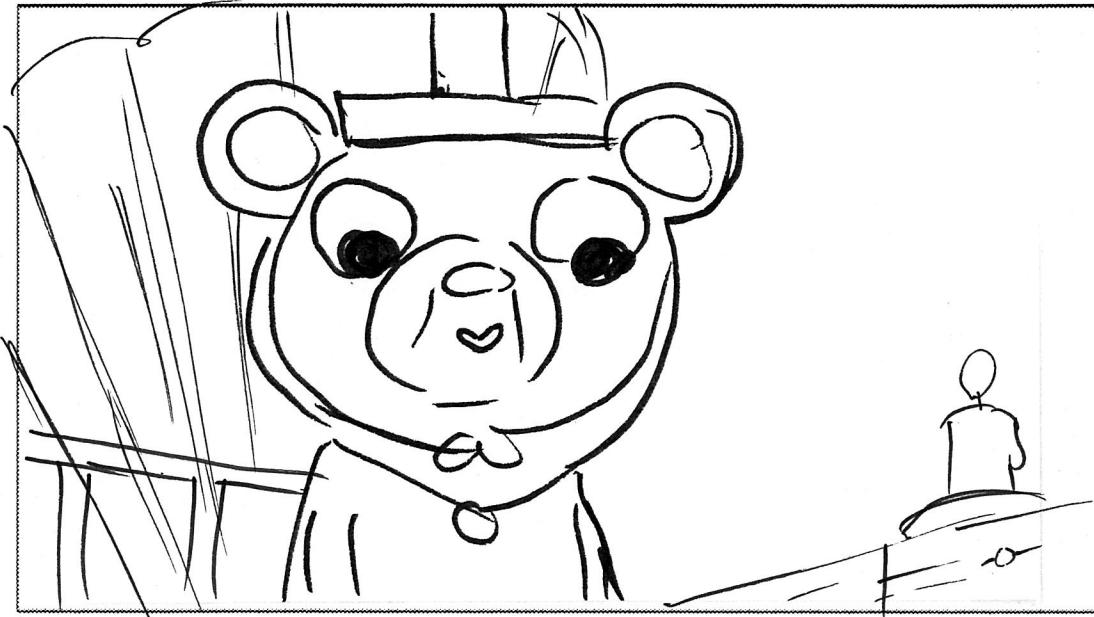
Page 139

Sc. 117

Pnl. A

Bg.

day night



Sc. 118

Pnl. A

Bg.

day night



Dialog:

(J) It's a
GREAT game. Great game...

(J): ...

Action:

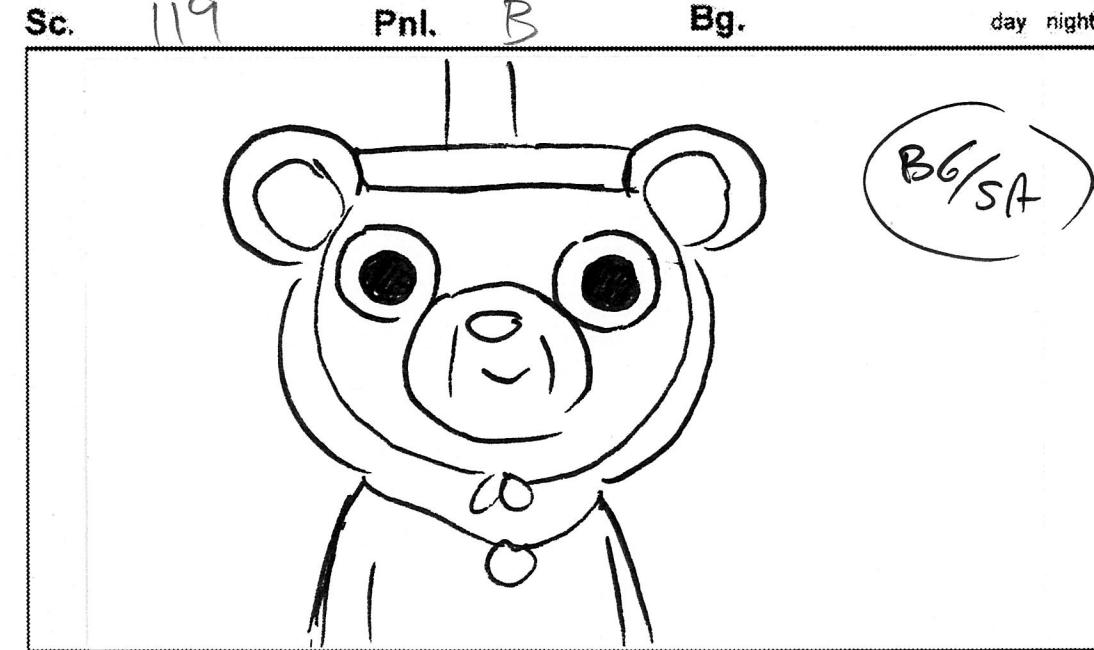
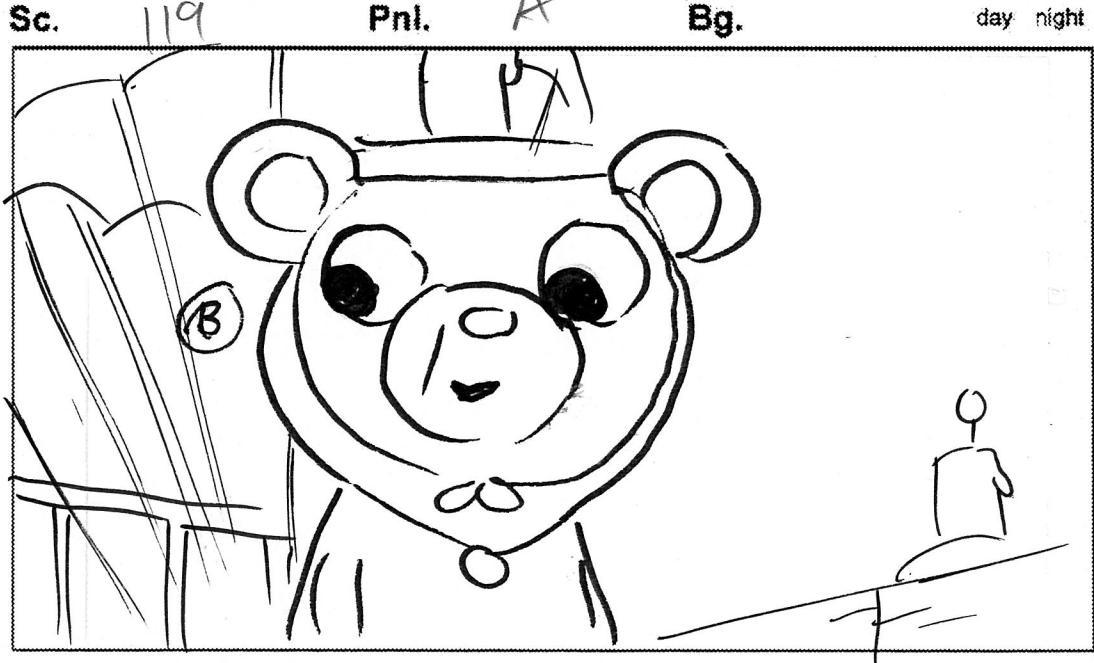
I really
love it. But...

Timing:

EPISODE #

Production :

1025-193



Dialog:
SEVEN: (B) But it's nice... y'know-
(haltingly?)

Action:

Timing:

ADVENTURE TIME



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132

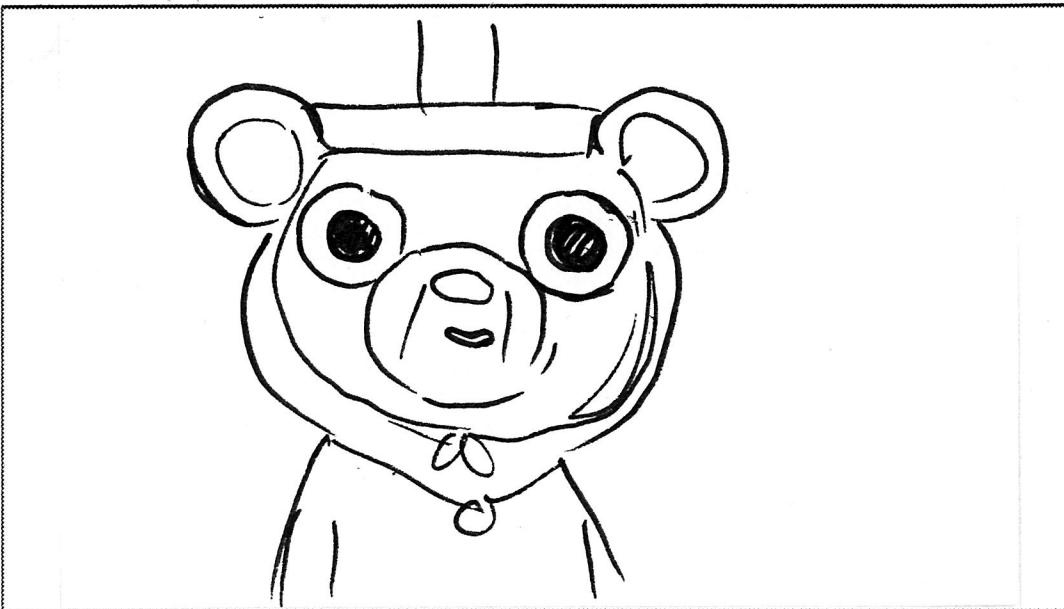
Sc. 119

Pnl.

C

Bg.

day night



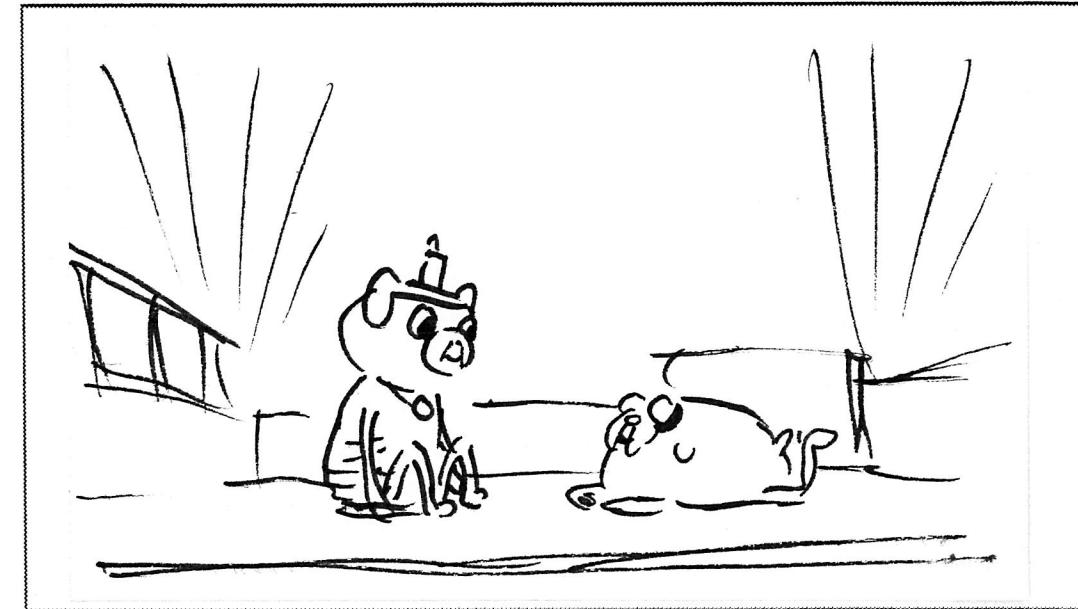
Sc. 120

Pnl.

A

Bg.

day night



Dialog:

⑦ to have someone...

I can play
freecell alongside
of.

Action:

⑤ (sensitive, up boat)

Yeah m'm.

Timing:

EPISODE #

Production :

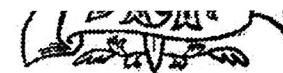
1025-193

Sc. 120

Pnl. B

Bg.

day night



Page 134

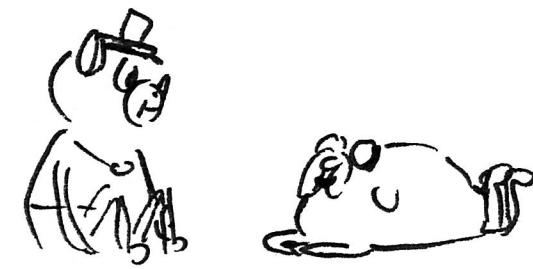
Sc. 120

Pnl.

C

Bg.

day night



Dialog:

(S) y'know, also,

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 135

Sc. 121

Pnl. A

Bg.

day night



Sc. 121

Pnl. B

Bg.

day night



EPISODE #

1025-193

Dialog:

J: I know some
other card
games we
could play -

→ y'know...
together.

Action:

Timing:

Production :

Sc. 122

Pnl. A

Bg.

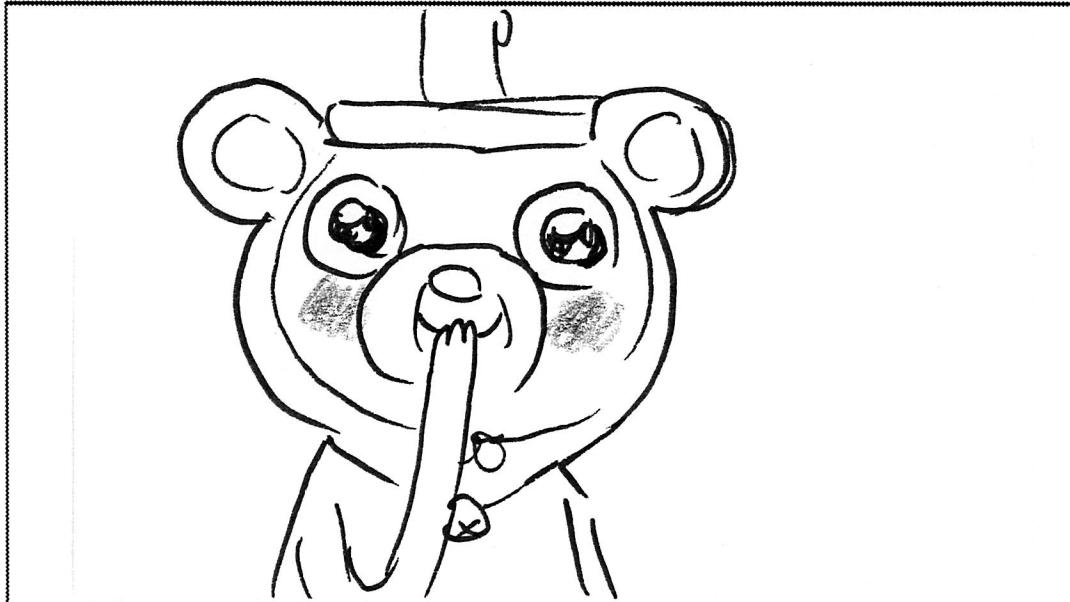
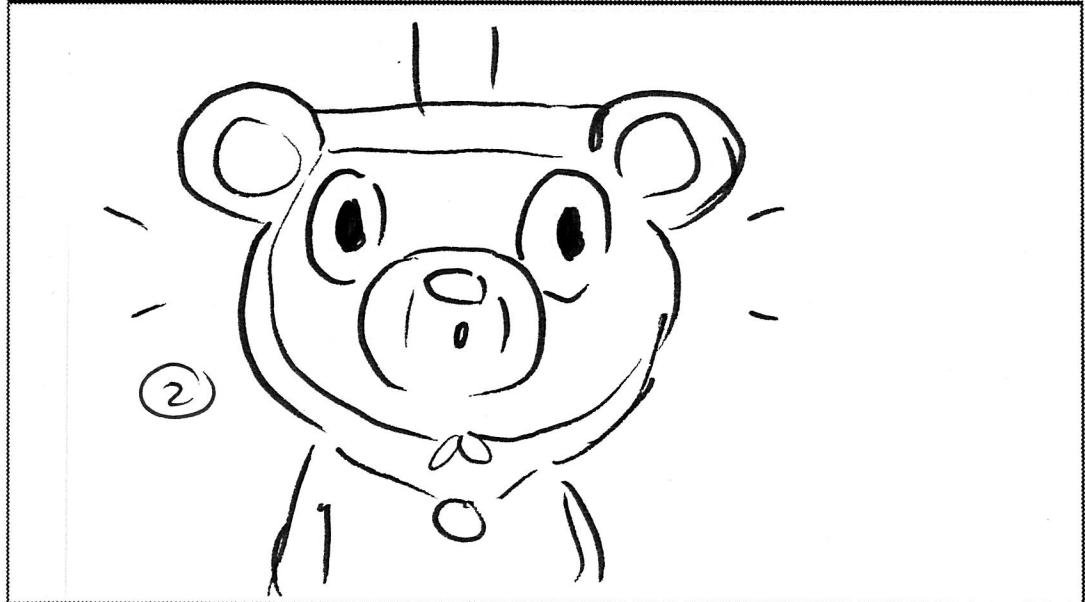
day night

Sc. 122

Pnl. B

Bg.

day night

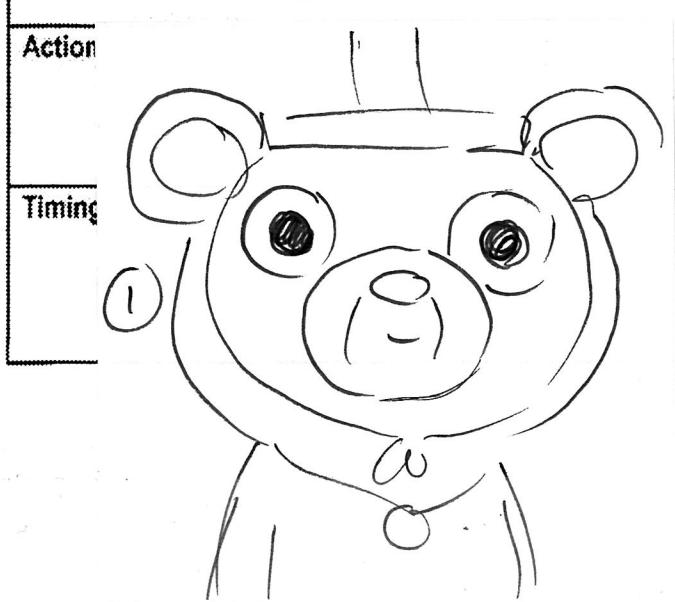


Dialog:

(7) > GASP =

(7) * stifled
giggle *

- Seven blushes



EPISODE #

Production :

1025-193

ADVENTURE TIME



day night

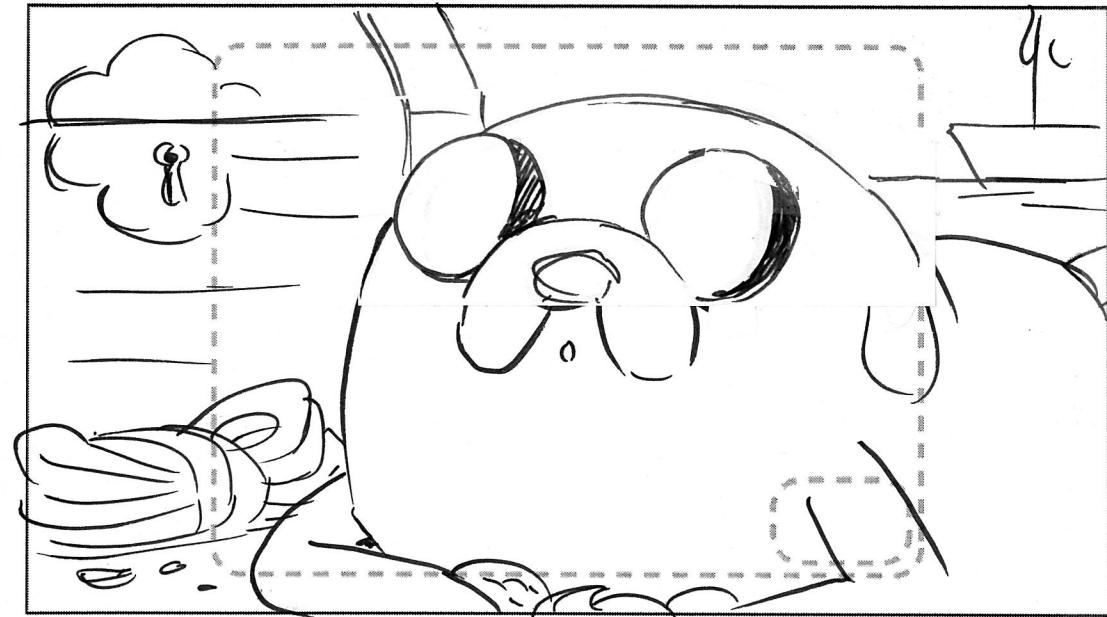
Page 137

Sc.

123

Pnl. A

Bg.



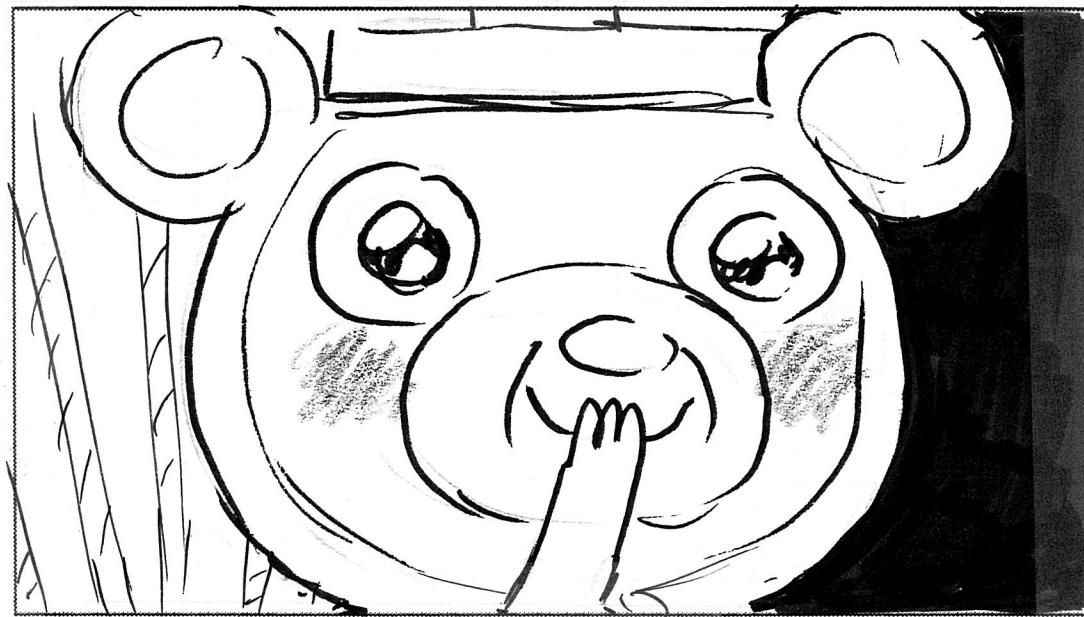
Sc.

124

Pnl. A

Bg.

day night



Dialog:

- BEAT -

- BEAT -

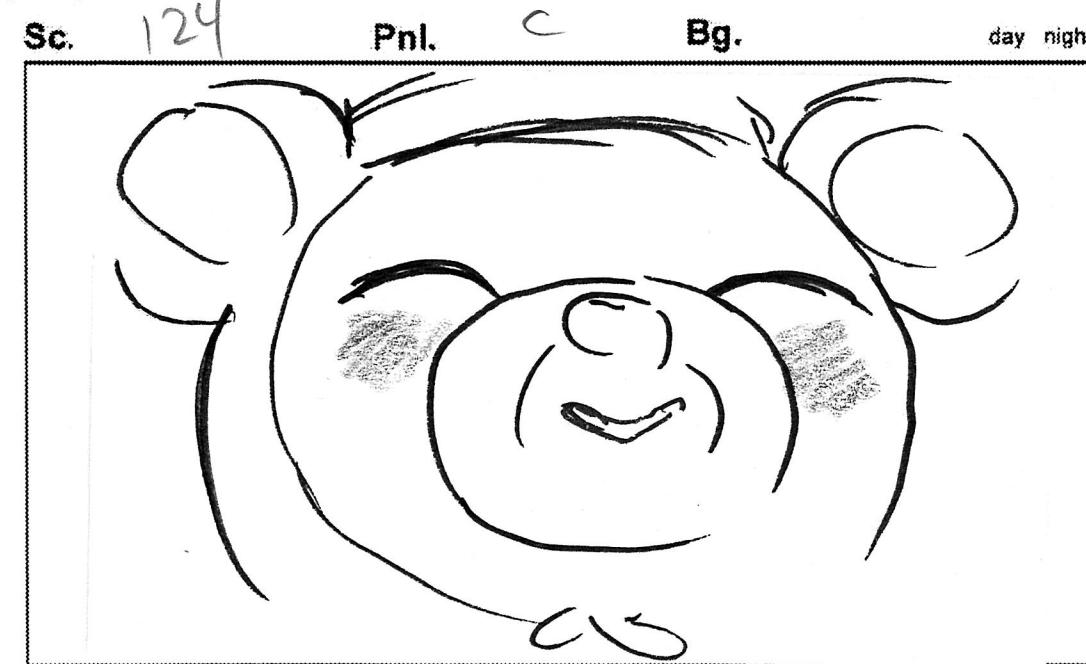
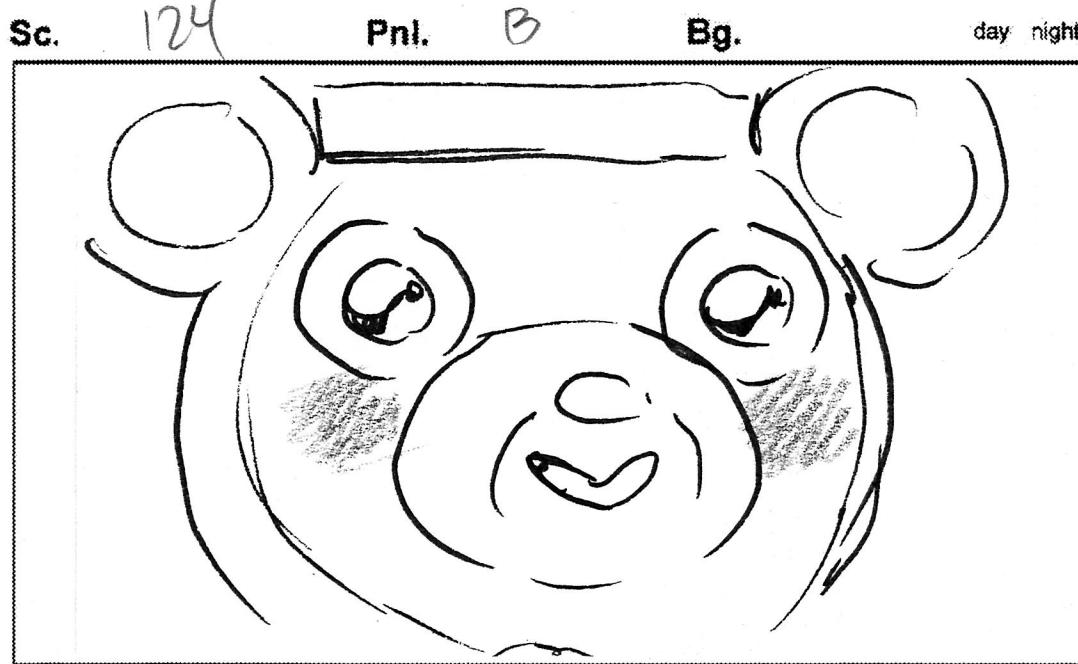
Action:

Timing:

EPISODE #

Production :

1025-193



Dialog:

(SEVEN: (embarrassed + excited)
I forgot there were
games like that.

Action:

Timing:

7: *laughs*

ADVENTURE TIME



Page 139

Sc. 125

Pnl. A

Bg.

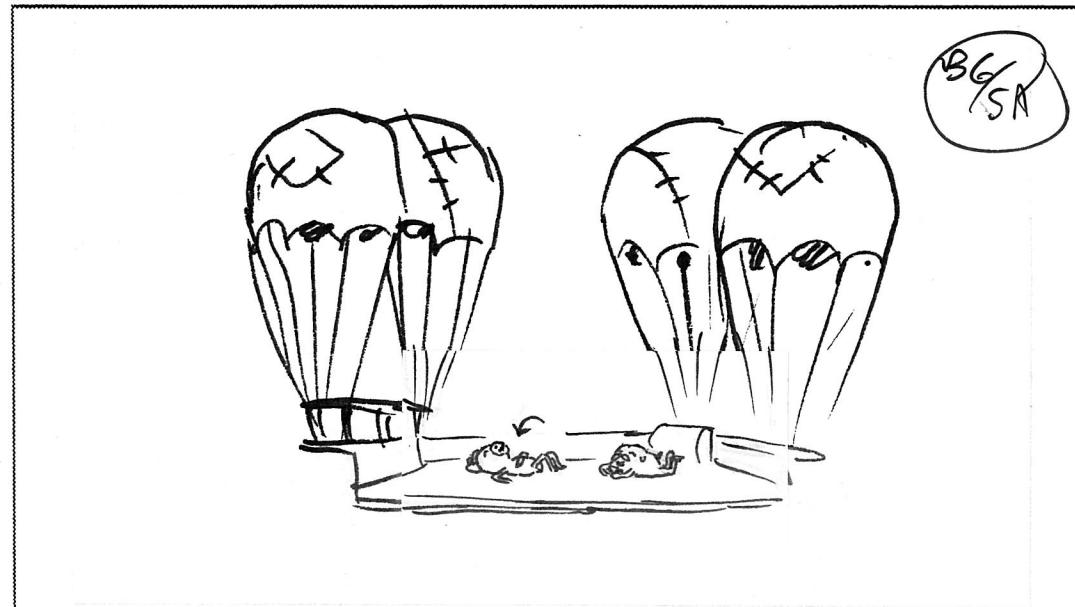
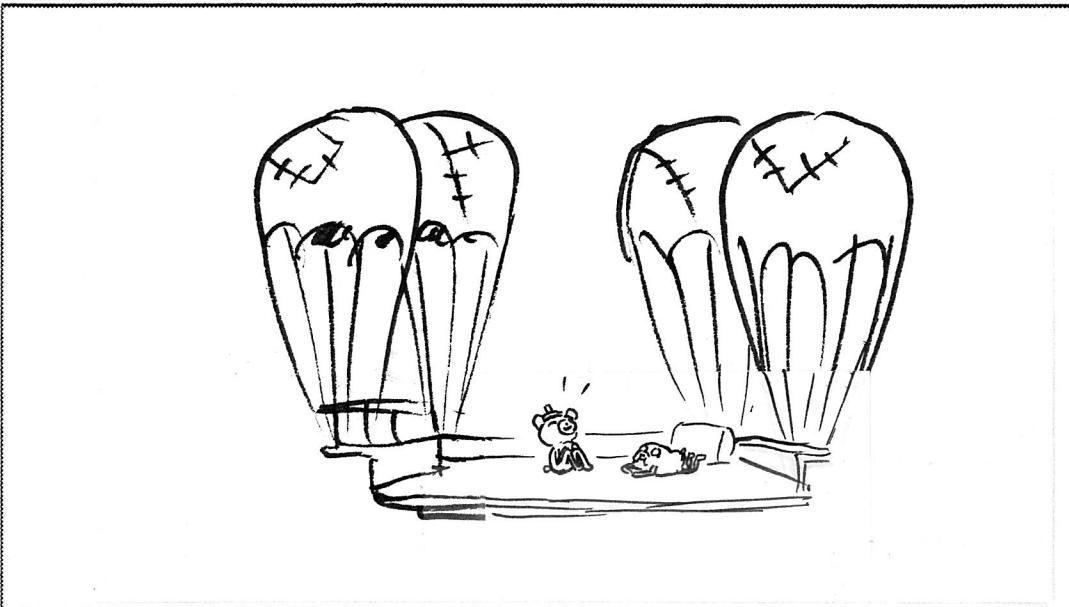
day night

Sc. 125

Pnl. B

Bg.

day night



Dialog:

(7) * laughing *

SEVEN → cont. laughing, gets louder
JAKE → joins in infectious laughter.

Action:

-Seven laughs so hard he falls on his back.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 140

Sc.

Pnl.

Bg.

day night

Sc.

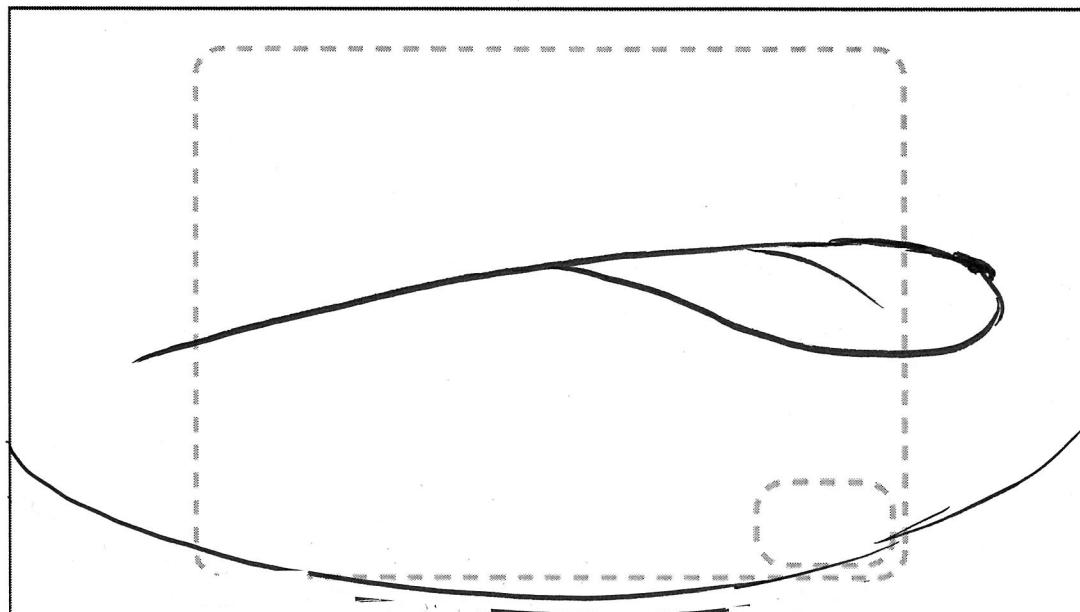
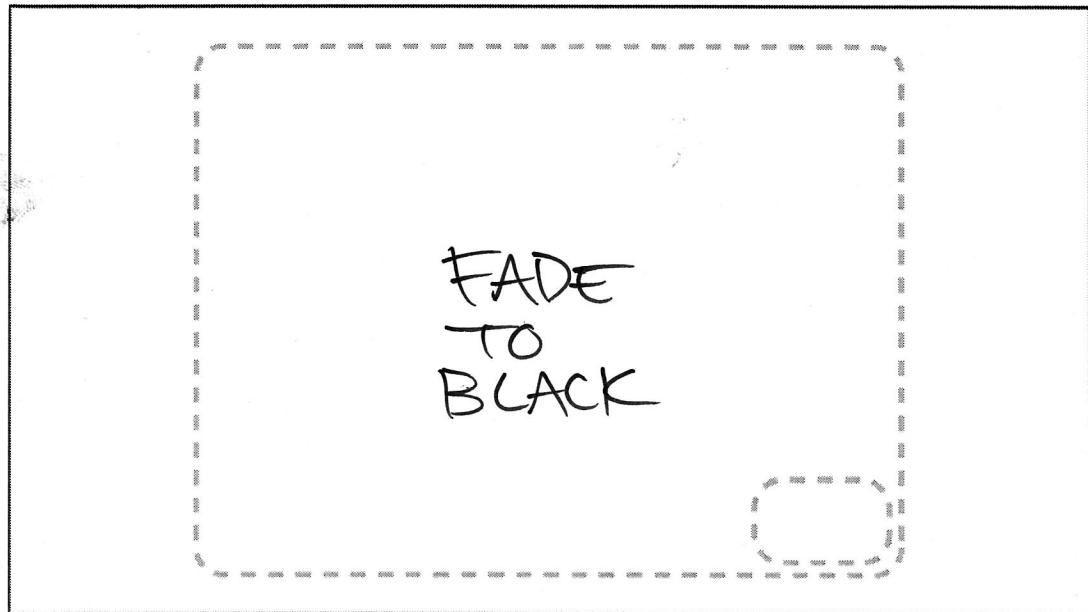
126

Pnl.

A

Bg.

day night



Dialog:

KHOS ... and then there was another time,
this was several years back, →

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



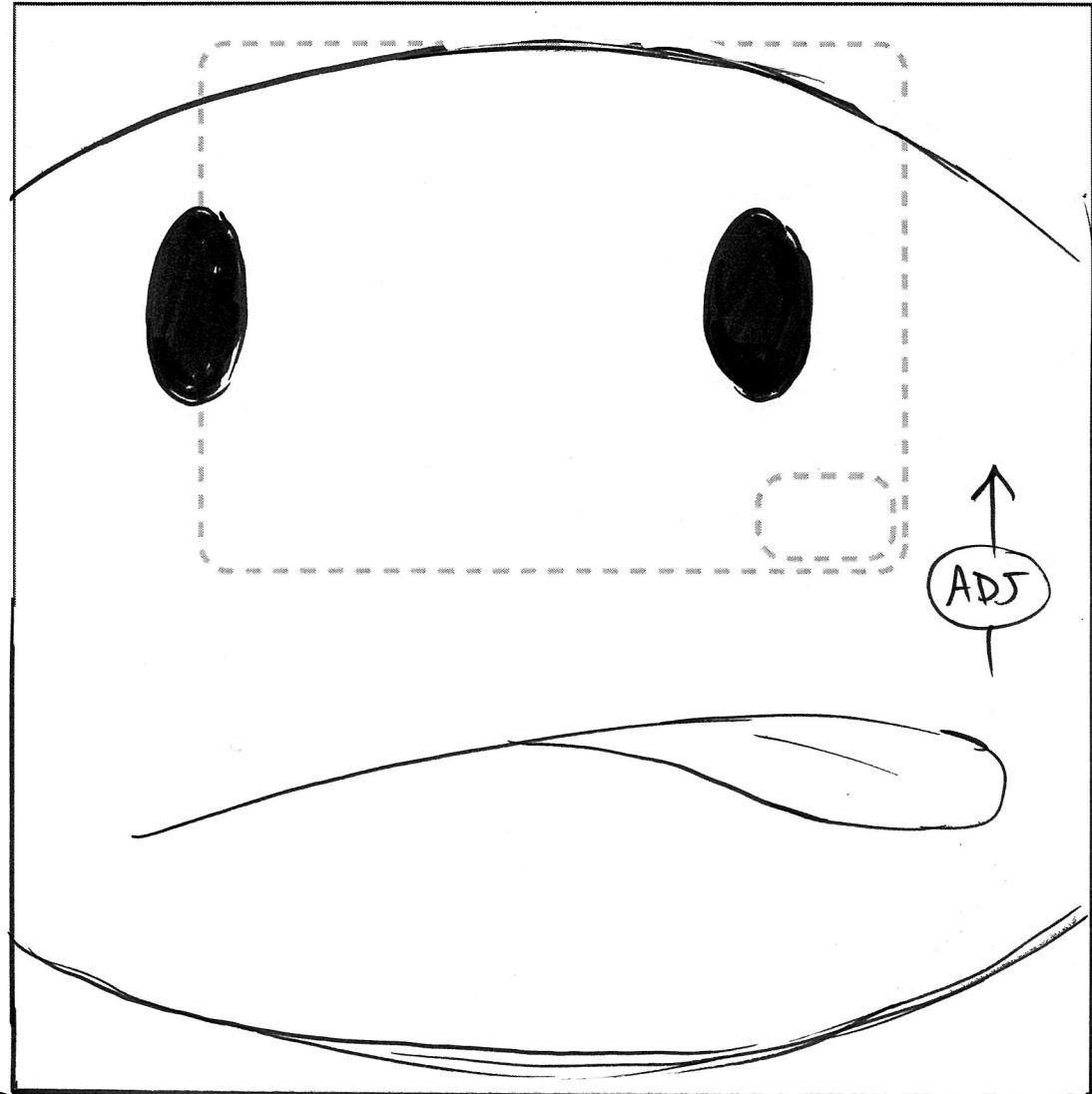
day night

Sc.

126

Pnl. B

Bg.



Page 141

1025-193

EPISODE #

Production :

Dialog:	KH OS	→ the clock chimed <u>EARLY</u> and I thought:
Action:		
Timing:		

ADVENTURE TIME



Page 142

Sc.

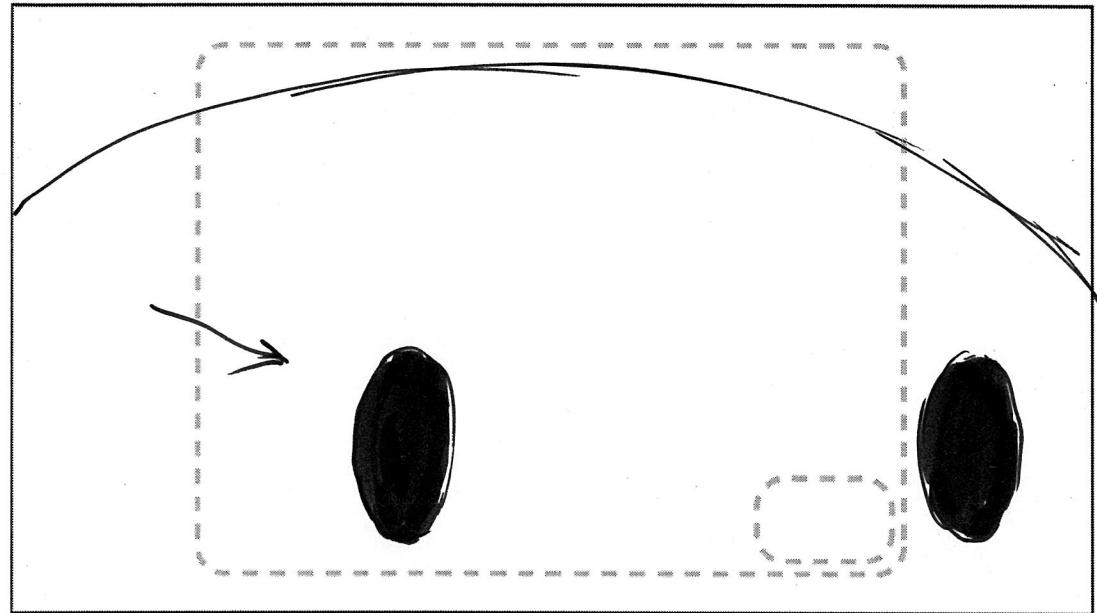
126

Pnl.

C

Bg.

day night



Sc.

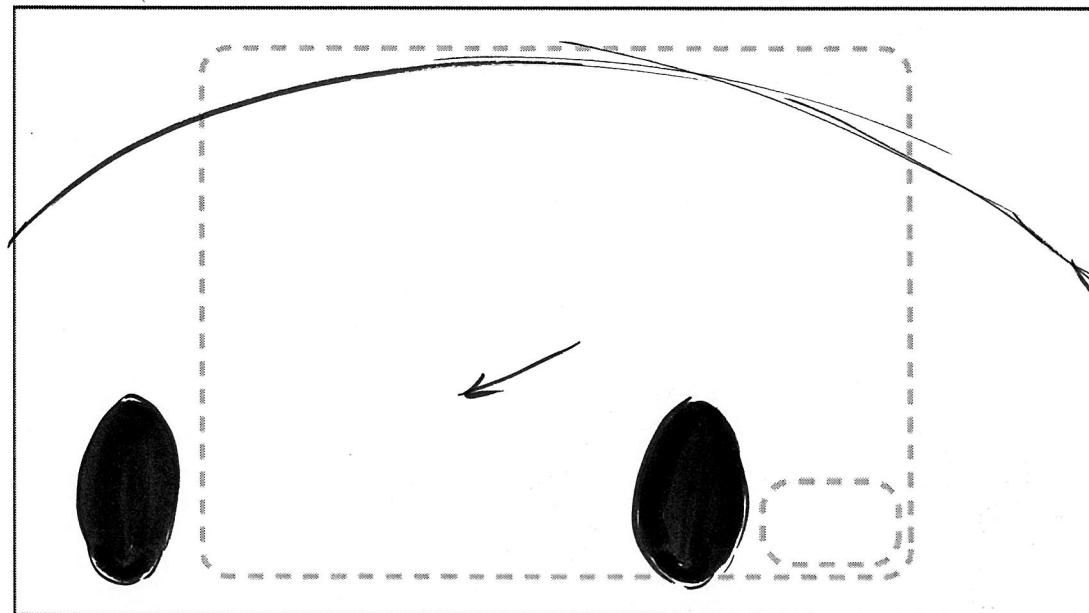
126

Pnl.

D

Bg.

day night



Dialog:

(KH) OS → "oh boy, here we go..." → but it turned out one of →

Action:

- Finn looks around the room while he formulates his scheme.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 143

Sc.

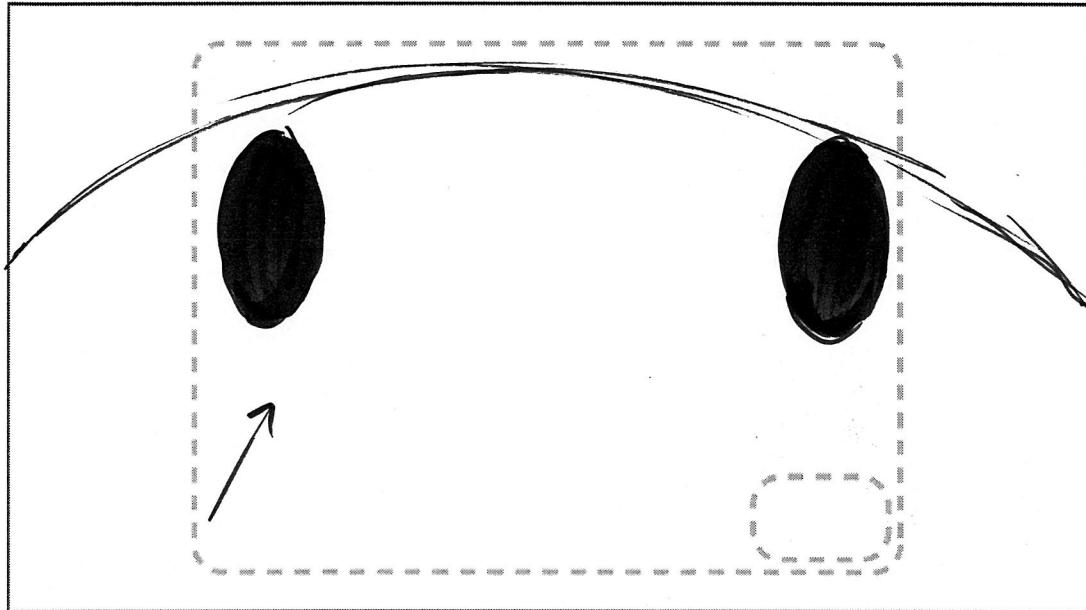
126

Pnl.

E

Bg.

day night



Sc.

127

Pnl.

A

Bg.

day night



Dialog:

(KH) (OS) → the food boyz had
simply gotten... →

...wedged ... under... (2)

Action:

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 144

Sc.

127

Pnl.

B

Bg.

day night

Sc.

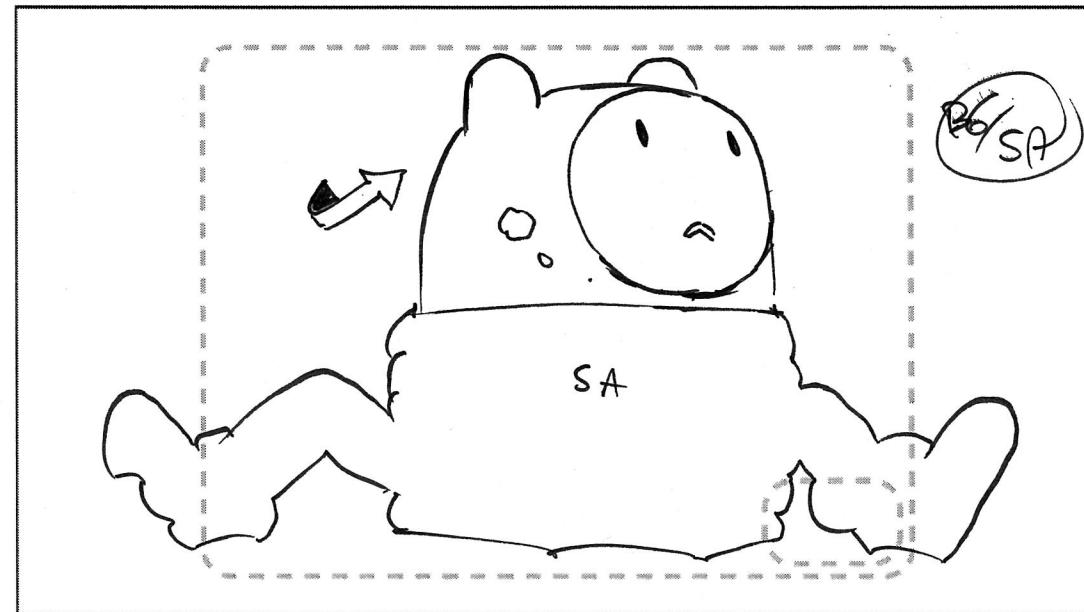
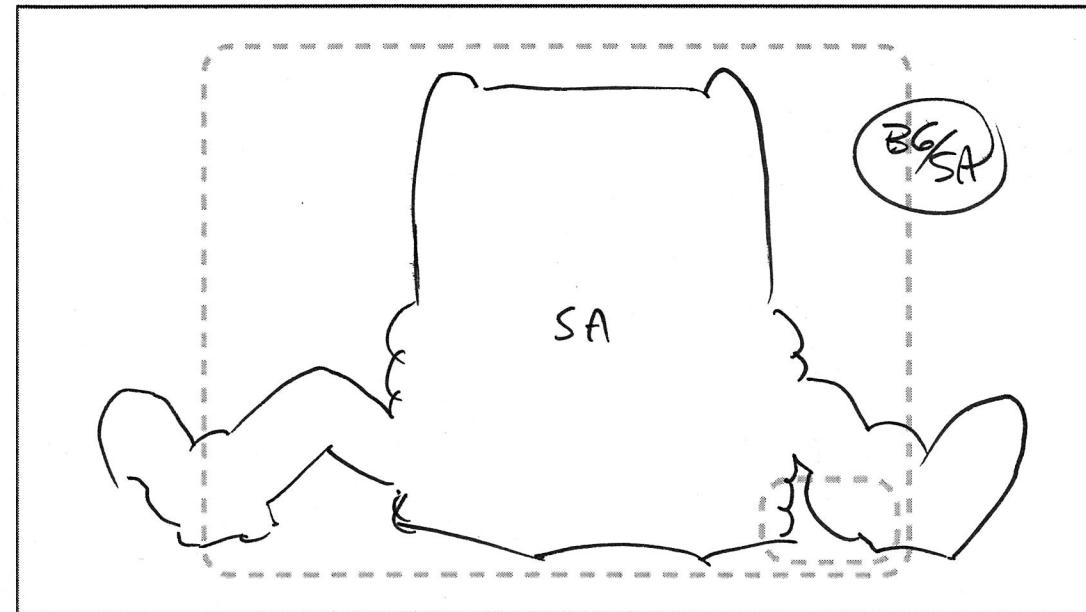
127

Pnl.

C

Bg.

day night



Dialog:

- BEAT -

KH OS FINN!

(FINN) hnn? (surprised, to-self)

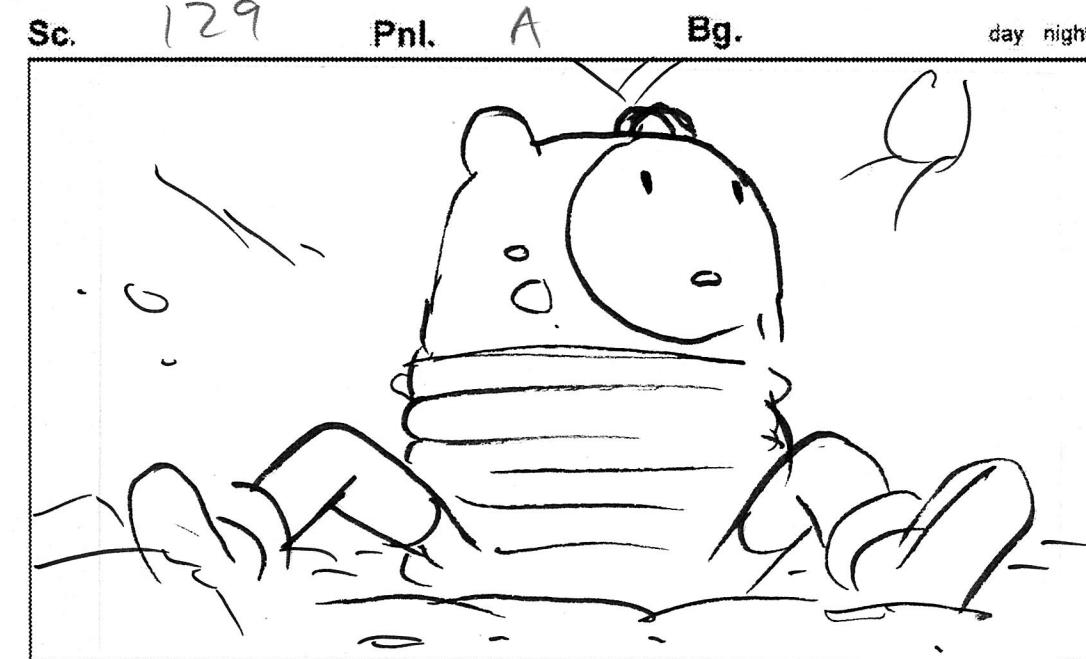
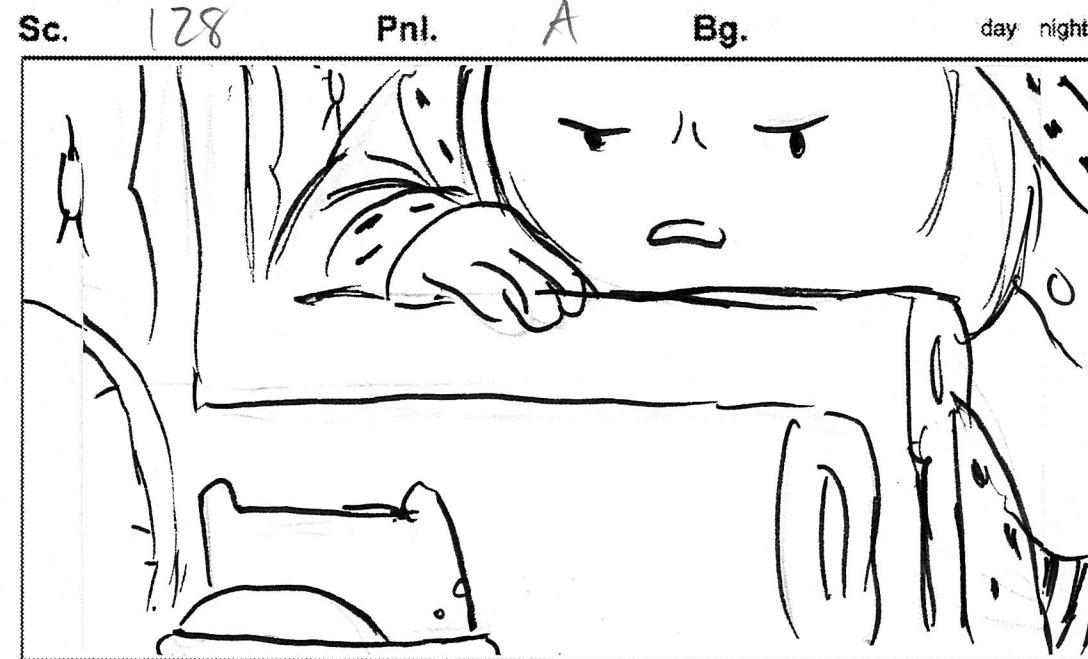
Action:

Timing:

EPISODE #

Production :

1025-193



Dialog:

KH: Are you listening!?

Action:

Timing:

FINN Of course: food bag in the clock.

Production:

ADVENTURE TIME



Page 146

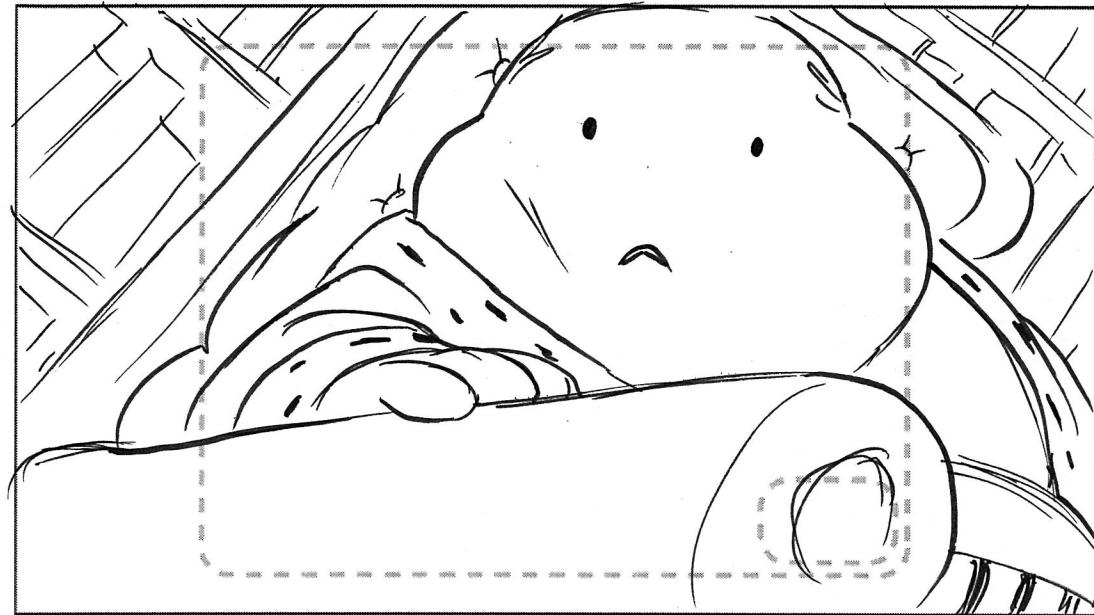
Sc.

130

Pnl. A

Bg.

day night



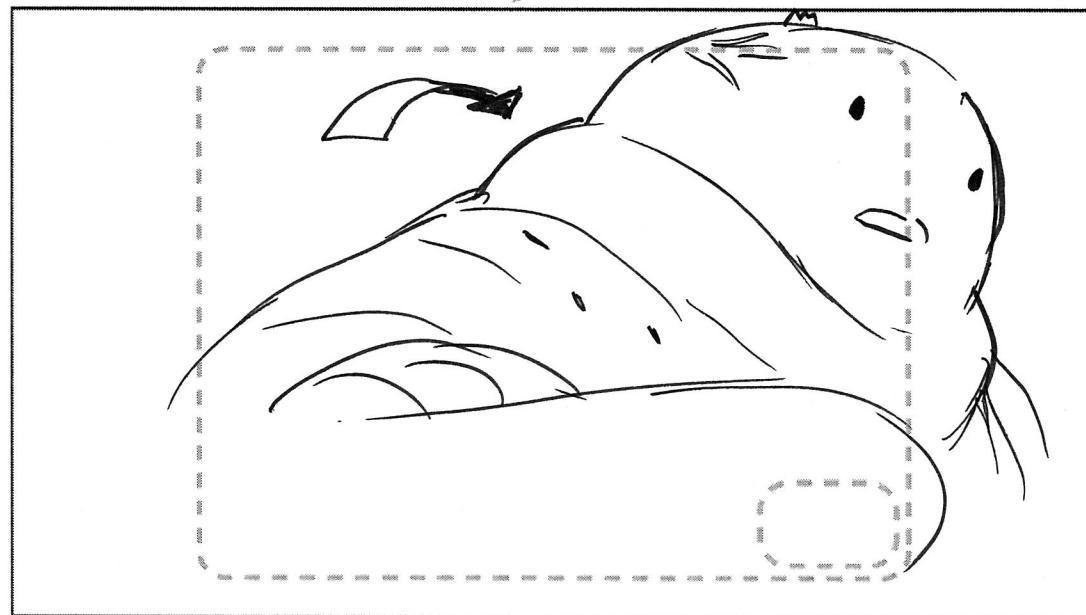
Sc.

130

Pnl. B

Bg.

day night



Dialog:

(KH) Hmph. Yes...

(KH) Anyway, as I was saying, →

Action:

Timing:

EPISODE #

Production :

1025-193

Sc. 131

Pnl. A

Bg.

day night

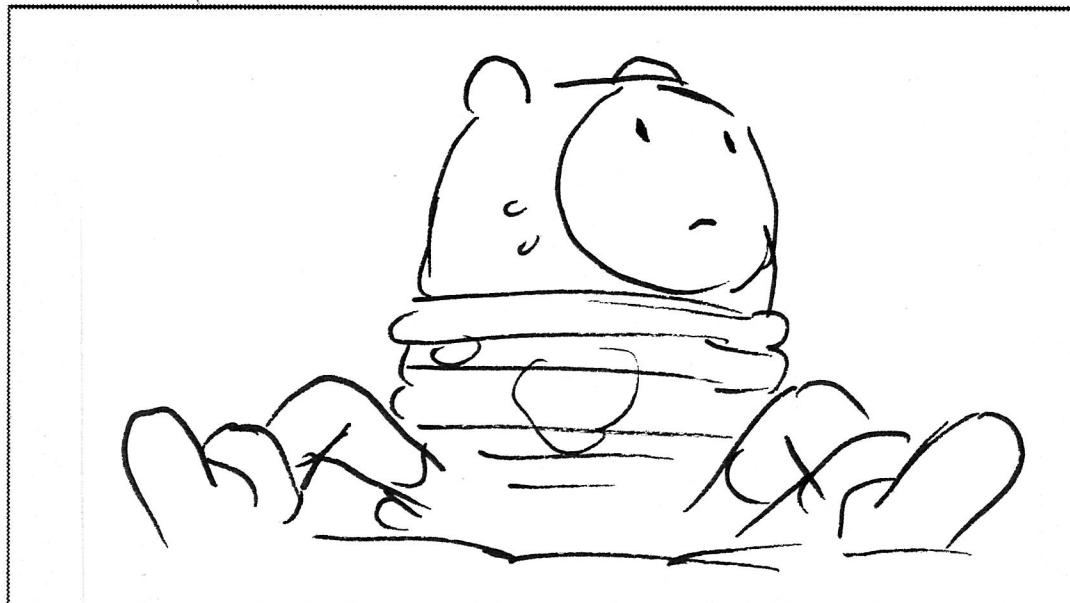
Sc. 131

Pnl. B

Bg.

day night

Page 147



Dialog:

KING-HUGE (OS) (KING'S AUDIO FADES OUT A BIT)

One of my food boys
had got himself
wedged in the clock's
gears good and tight.
I tried buttering
him up with real butter,
but what finally worked
was buttering him up
with hours of sweet-
talk. Oh it was
quite a sight.

Action:

Timing:



EPISODE #

Production :

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ADVENTURE TIME



Page _____



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Sc. 132

Pnl. A

Bg.

day night

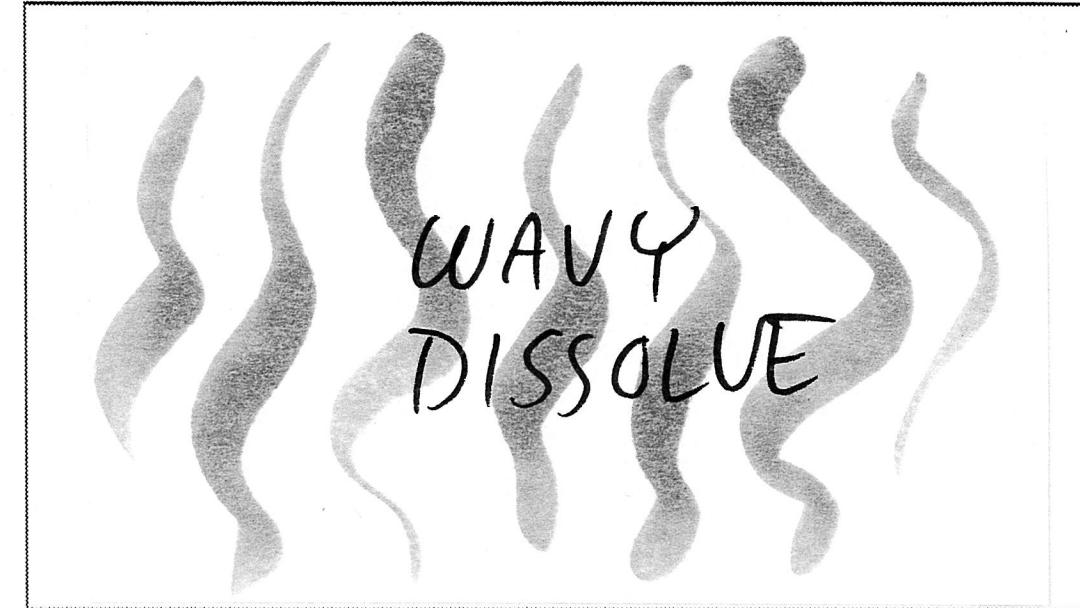


Sc. 132

Pnl. B

Bg.

day night



Dialog:

FINN (U.O.) (slow, careful, grand)

Alright buddy, let's run through
this again, →

Action:

KING * talking barely
audibly in background *

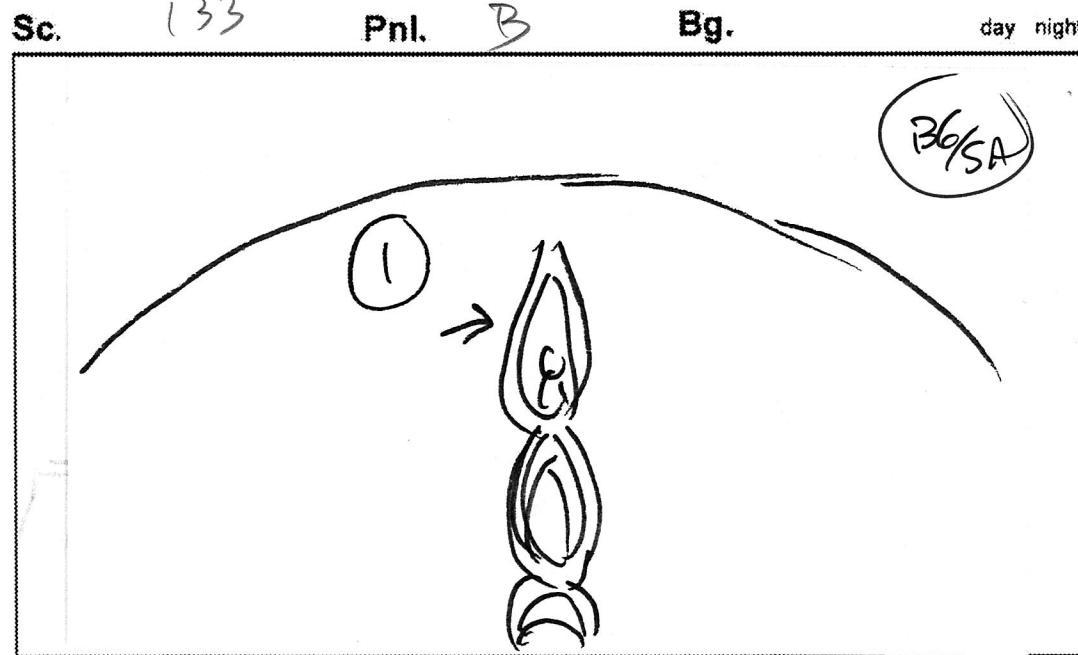
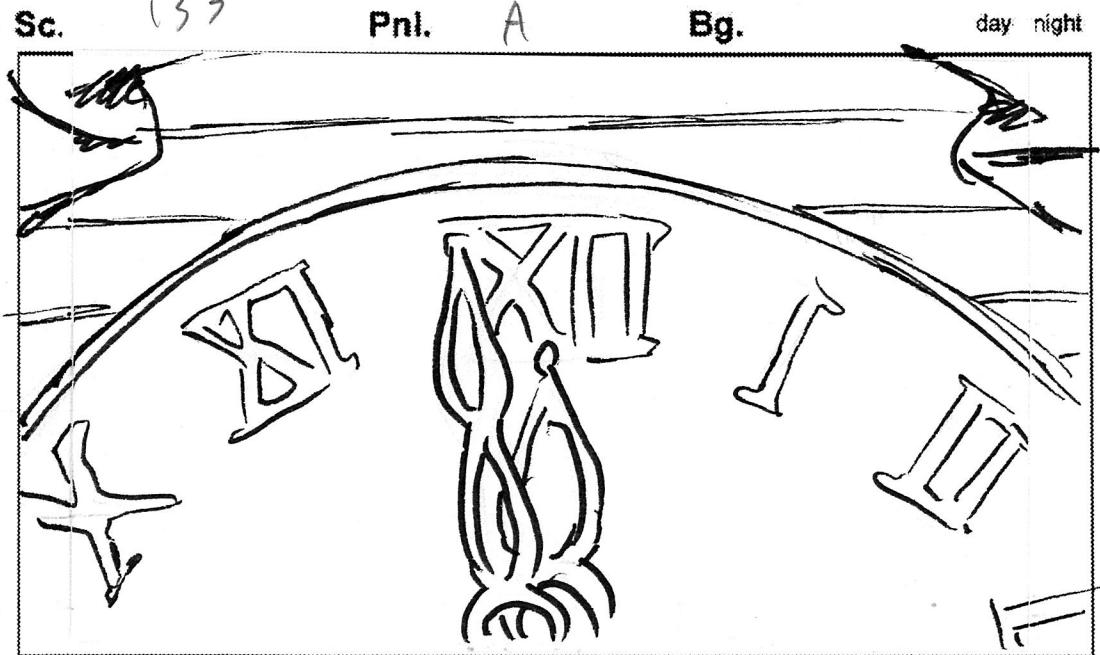
Timing:

cuz we're only
gonna get
one shot.

EPISODE #

Production :

1025-193



Dialog:

(2) (SFX:) *chiming *

(3) (F) When the clock
strikes 12, I
beckon kindly
to yonder
food boyz

Action: ★ this segment should
have the vaseline lens
flash-forward effect

Timing: (2) clock: 11:59

(1) clock: 12:00

EPISODE #

Production :

1025-193

ADVENTURE TIME



day night

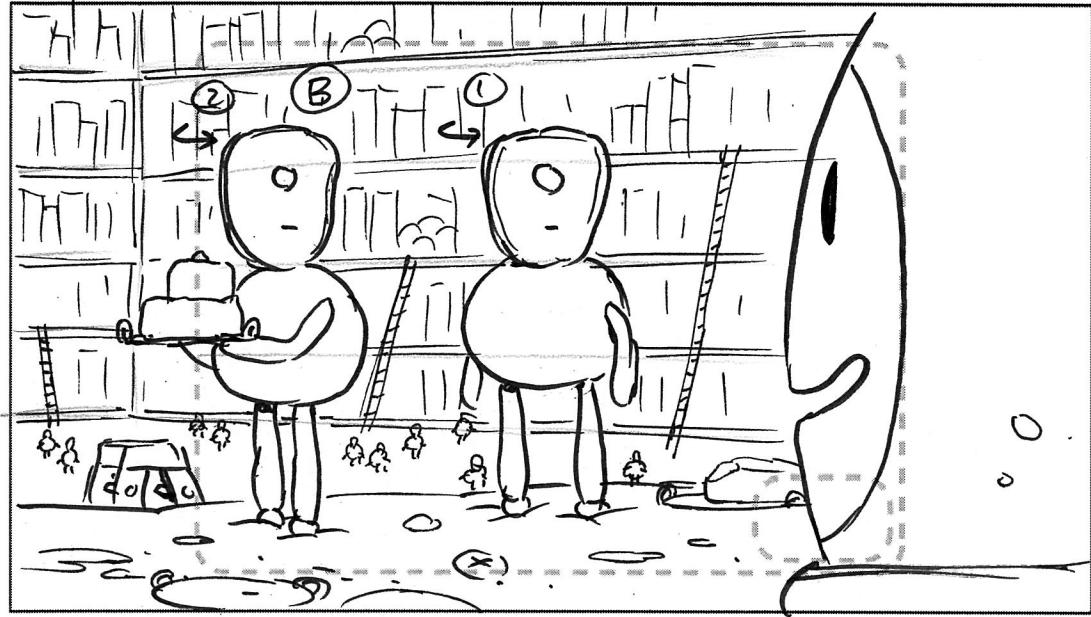
Sc.

134

Pnl.

A

Bg.



Page 150

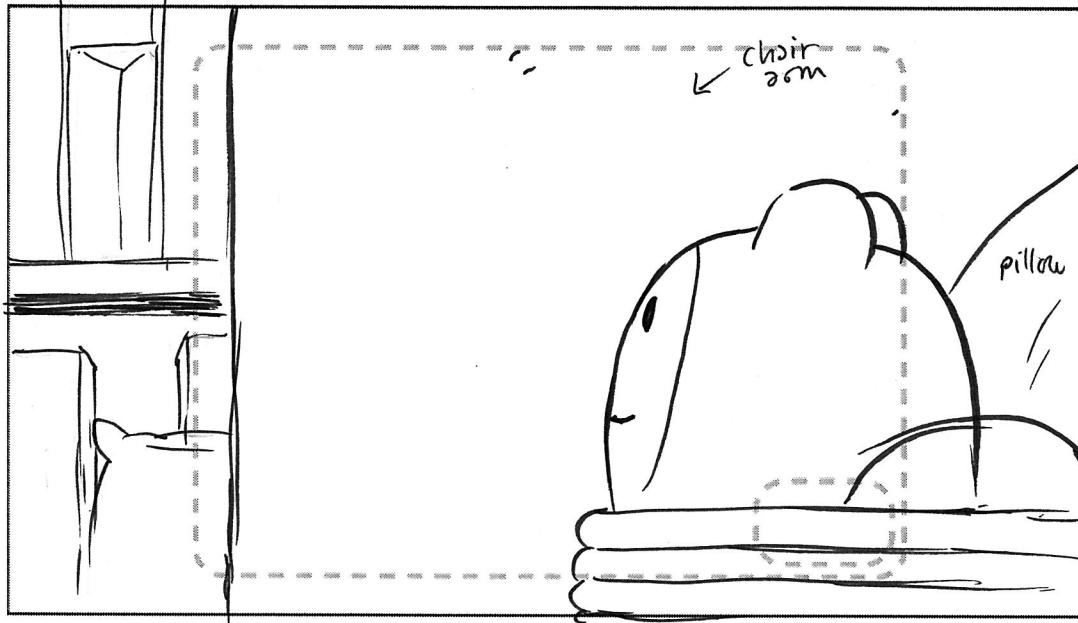
Sc. 135

Pnl.

A

Bg.

day night

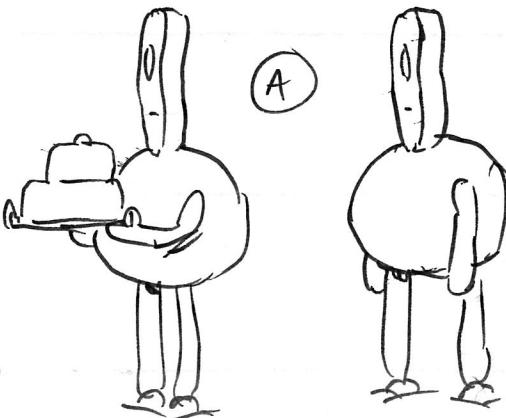


Dialog:

(F:) Hey do you guys like
clean jokes?

(F:) vo Then chuck some →

Action:



Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 151

Sc.

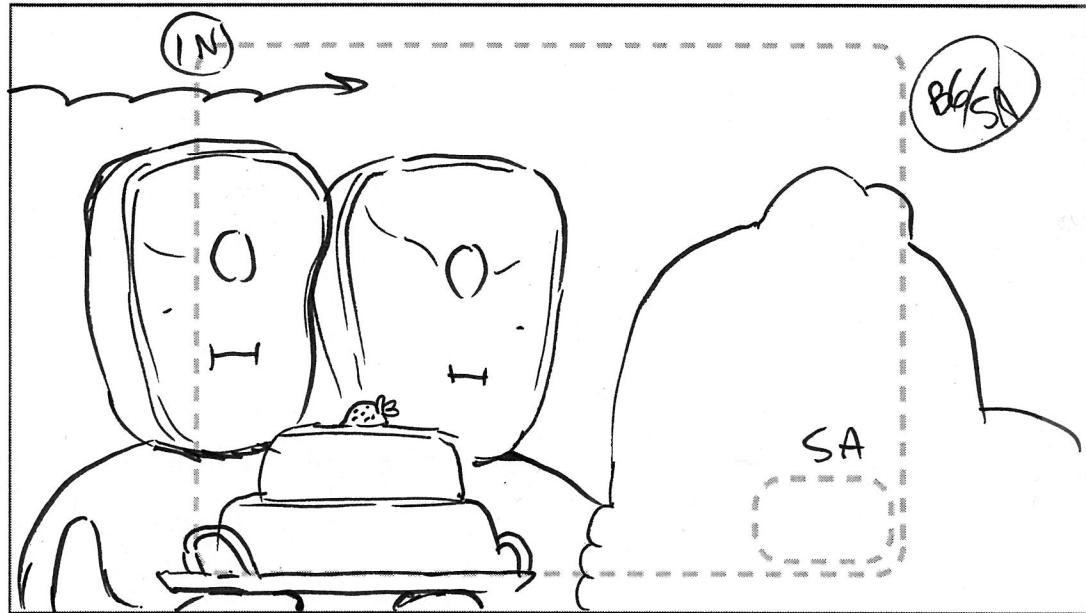
135

Pnl.

B

Bg.

day night



Sc.

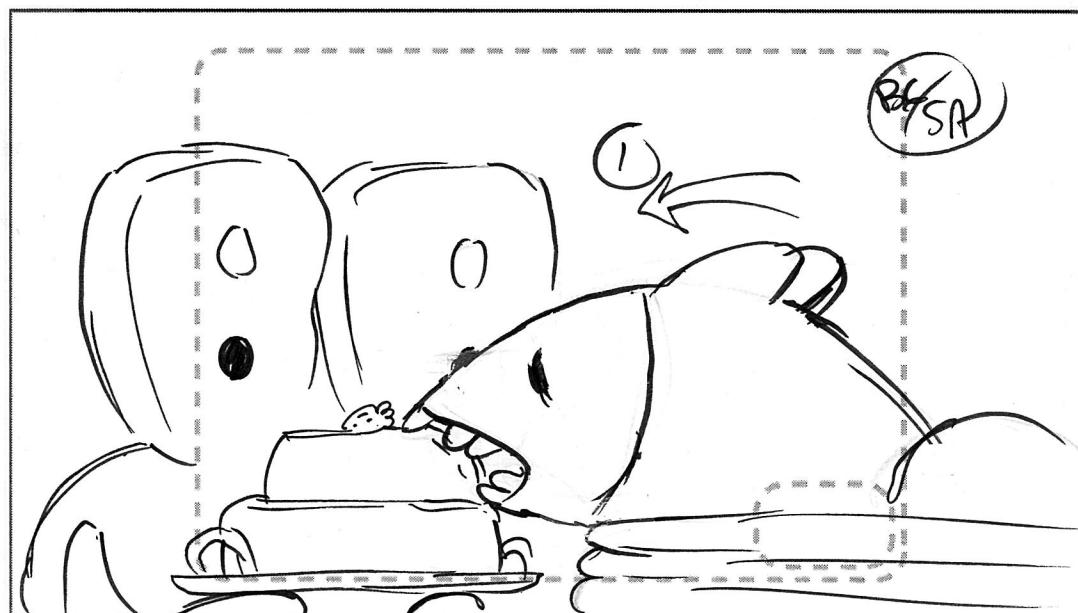
135

Pnl.

C

Bg.

day night

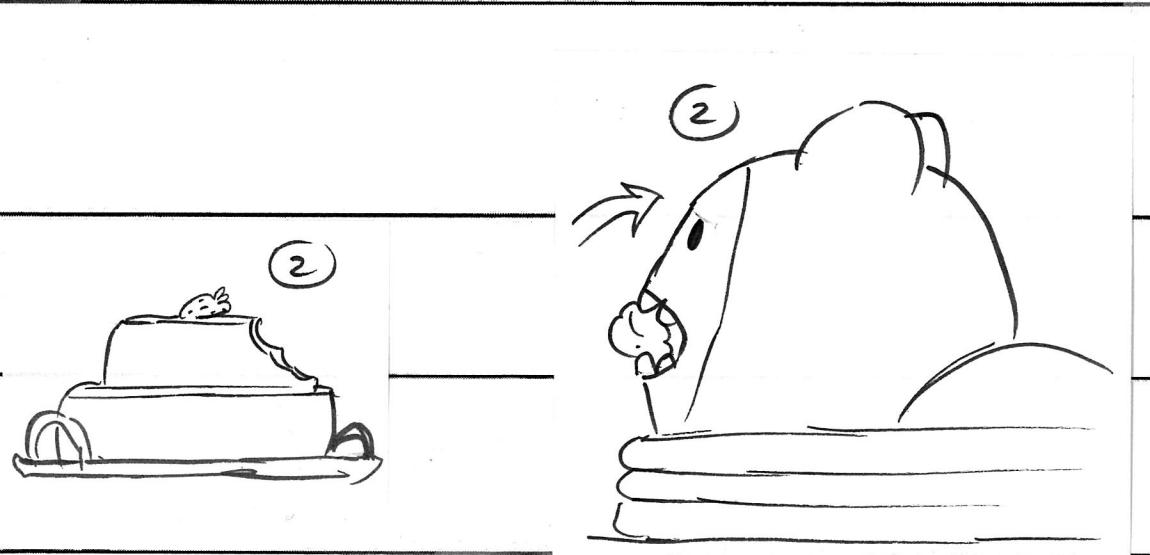


Dialog:

(F) (vo) → delicious food in their mouths.

Action:

- Finn bites a chunk of cake off and holds it in his teeth.



Timing:

EPISODE # : Production :

1025-193

ADVENTURE TIME



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Sc.

135

Pnl.

D

Bg.

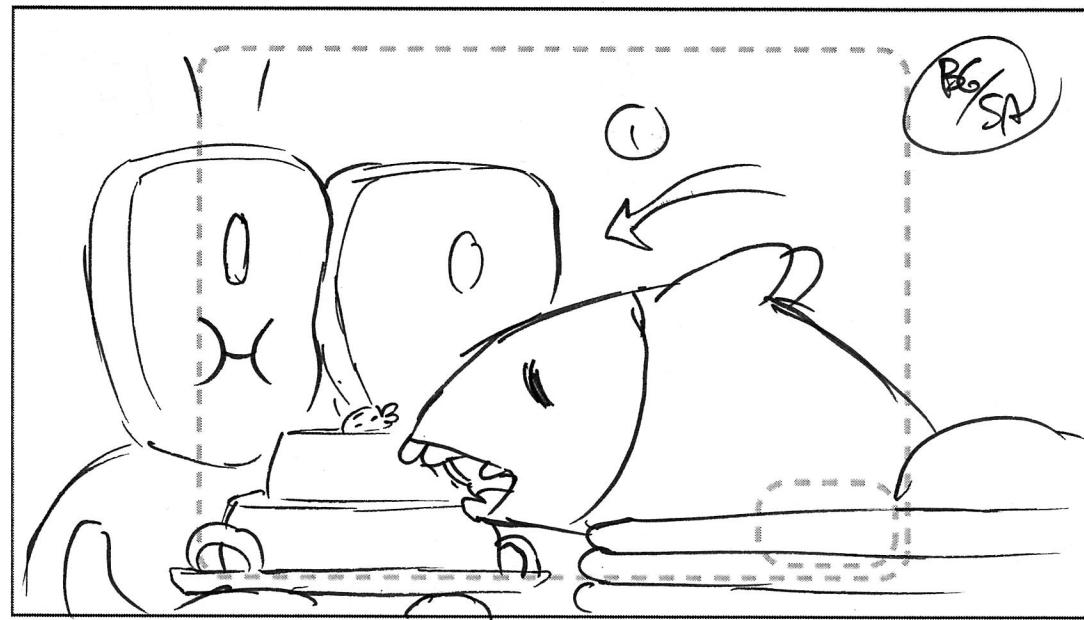
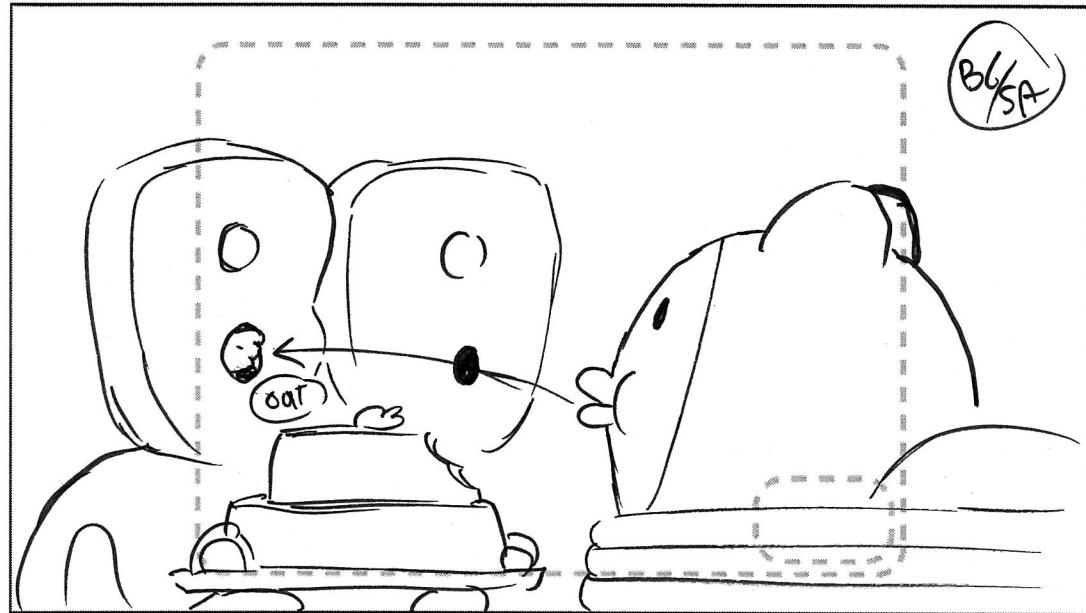
day night

Page _____

1025-193

EPISODE #

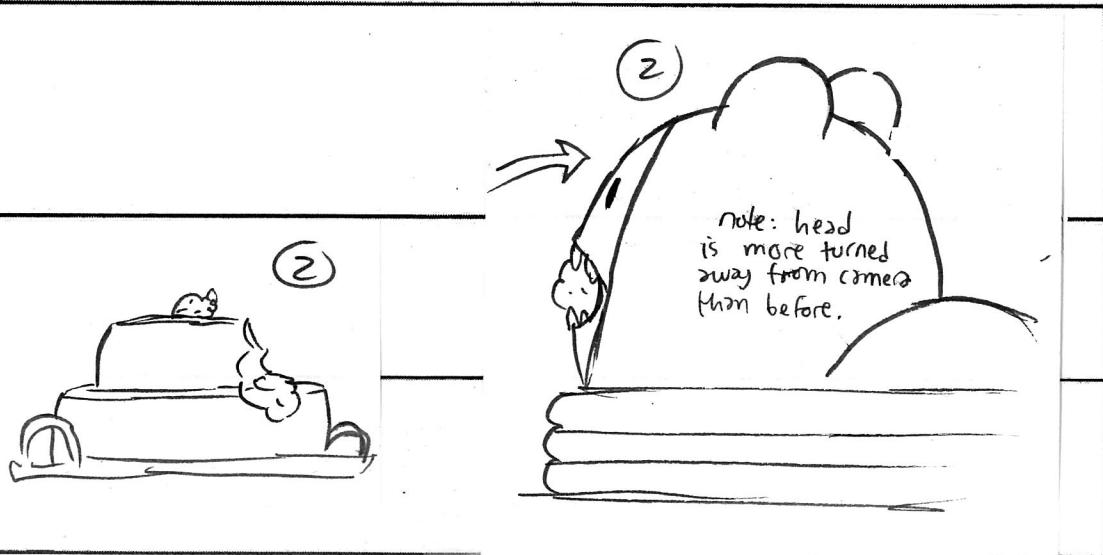
Production:



Dialog:

Action: - Finn spits the chunk into the food boy's open mouth.

Timing:



ADVENTURE TIME

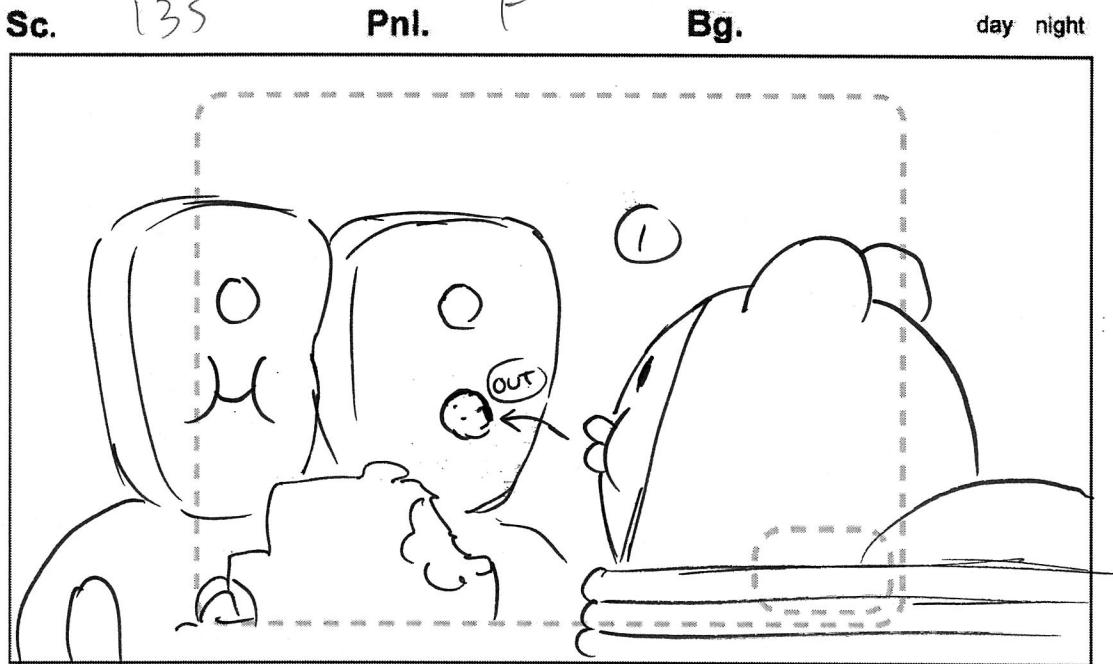


Sc. 135

Pnl. F

Bg.

day night

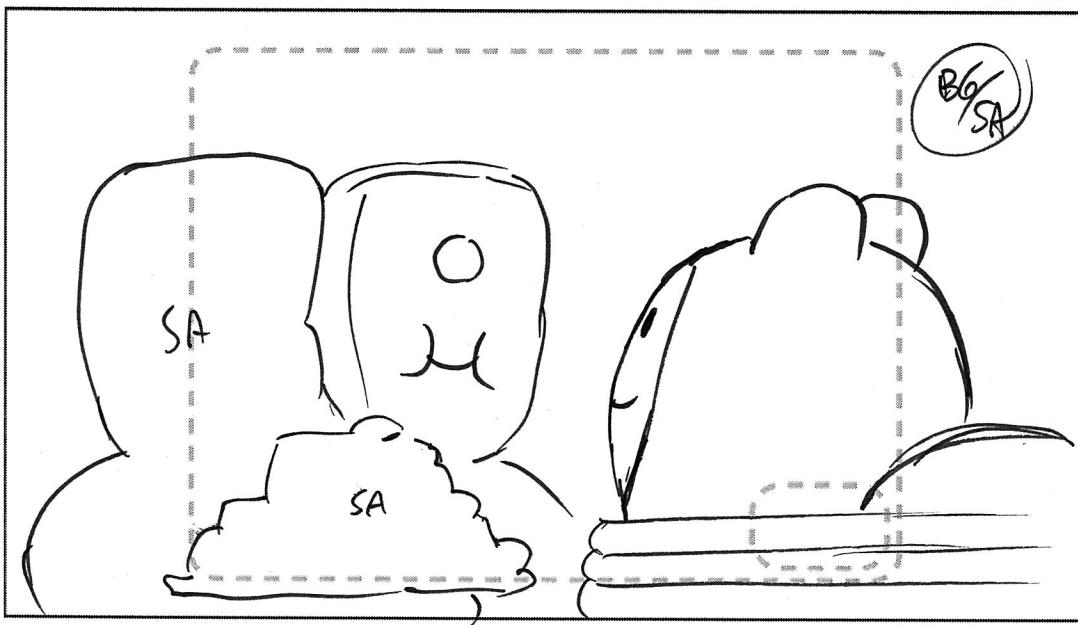


Sc. 135

Pnl. G

Bg.

day night



Dialog:

Action:

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc.

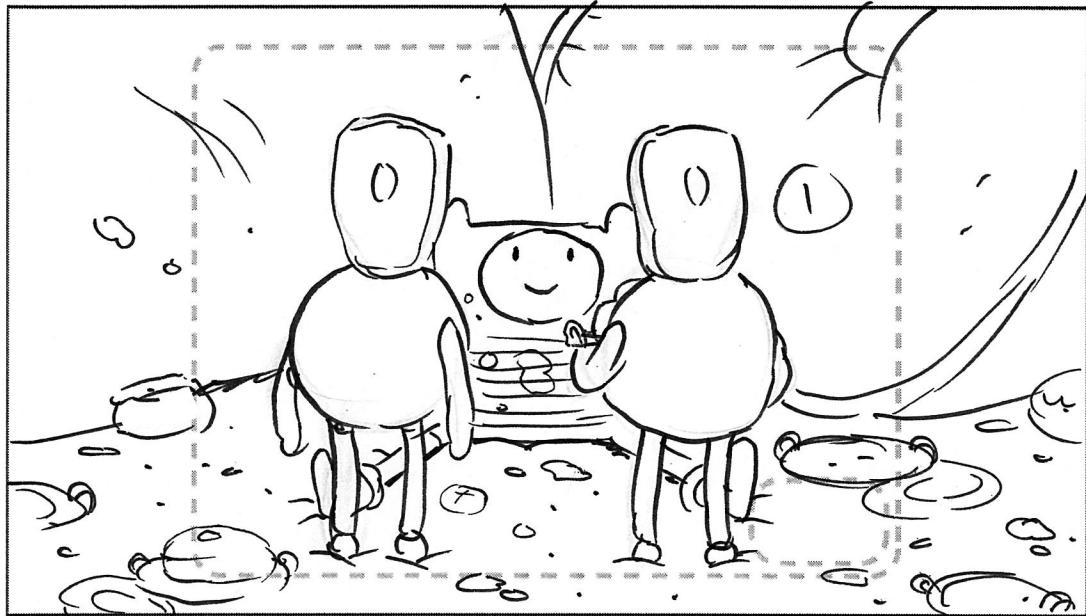
136

Pnl.

A

Bg.

day night



Sc.

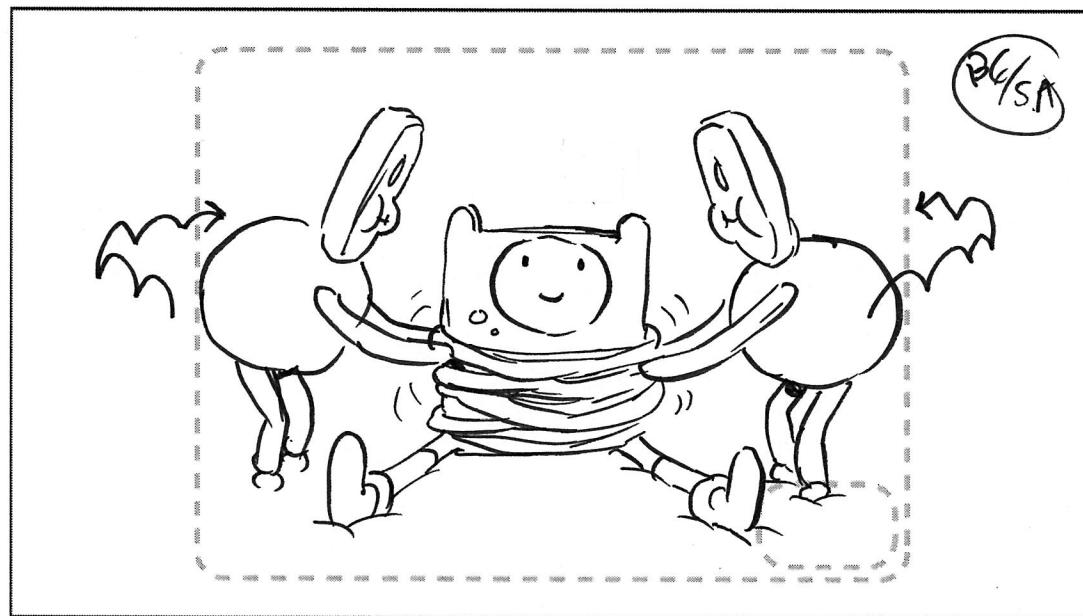
136

Pnl.

B

Bg.

day night

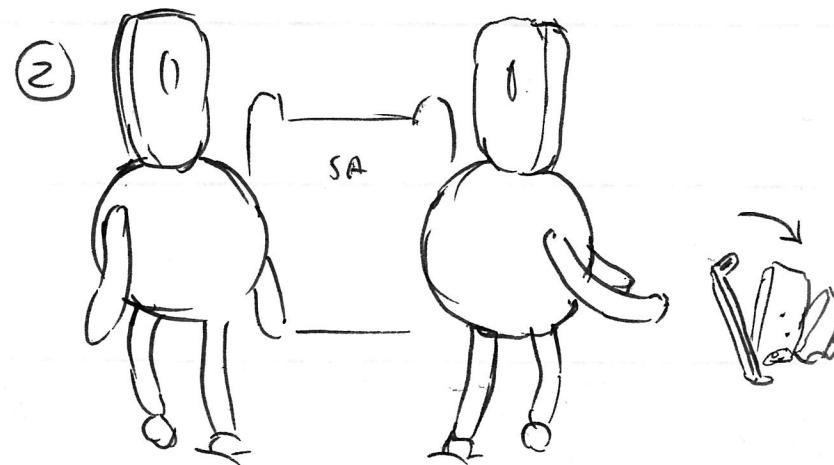


Page 154

Dialog:

FINN VO Having never before known generosity, they'll immediately →

Action:



Timing:

-Food boys loosen Finn's spaghetti ropes

EPISODE #

Production :

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ADVENTURE TIME



Page 155

Sc.

136

Pnl. C

Bg.

day night

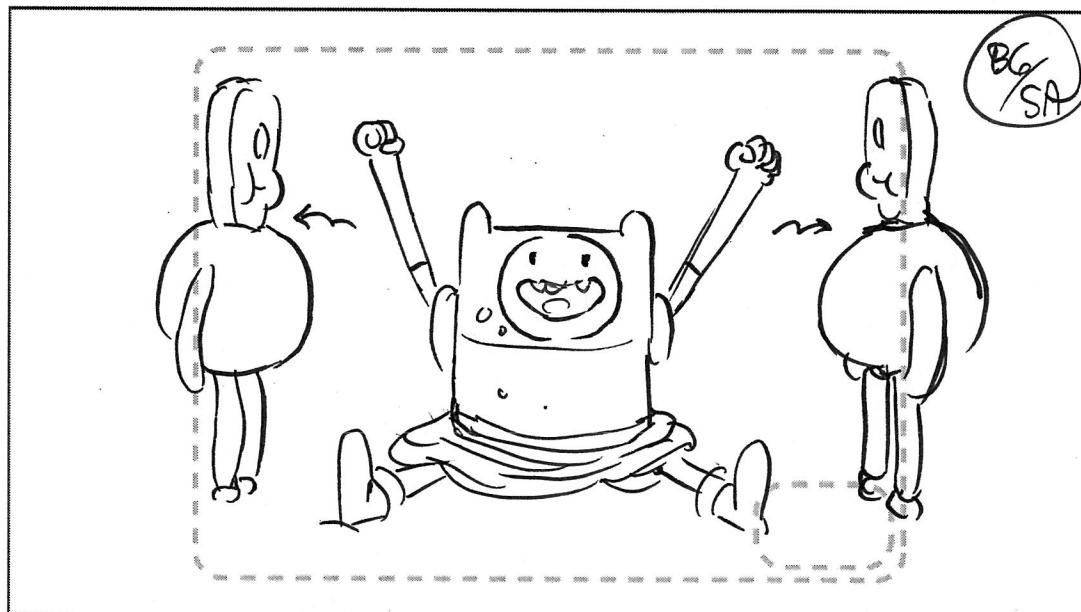
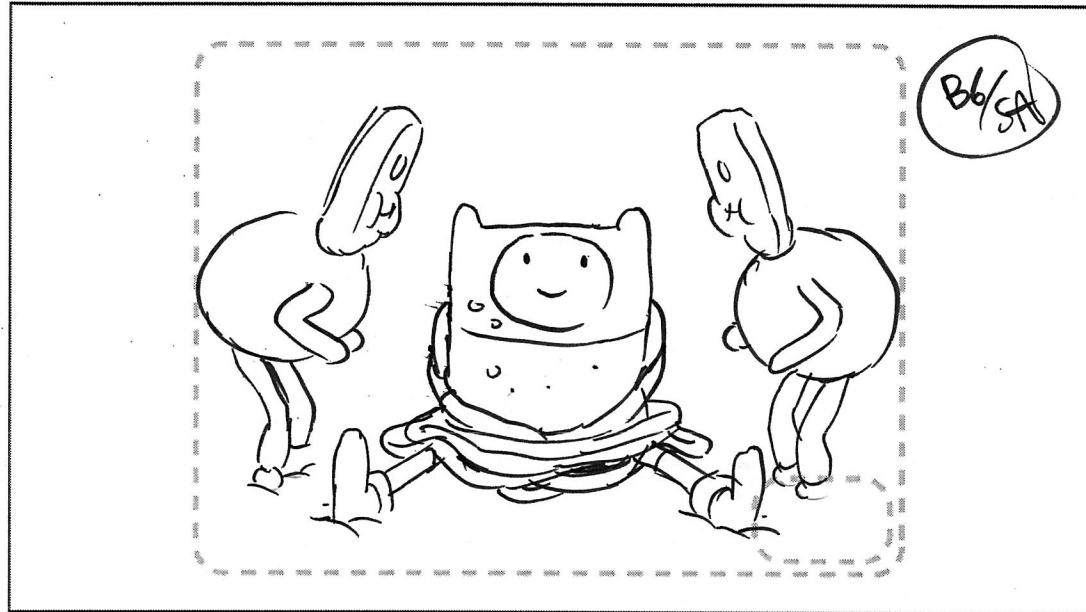
Sc.

136

Pnl. D

Bg.

day night



Dialog:

(F) VO → make me their leader and
undo my spaghetti.

(FINN) Haha! (triumphant)

Action:

- ①- Food boyz Step back
- ②- Finn raises hands in triumph

Timing:

EPISODE #

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ADVENTURE TIME



Sc.

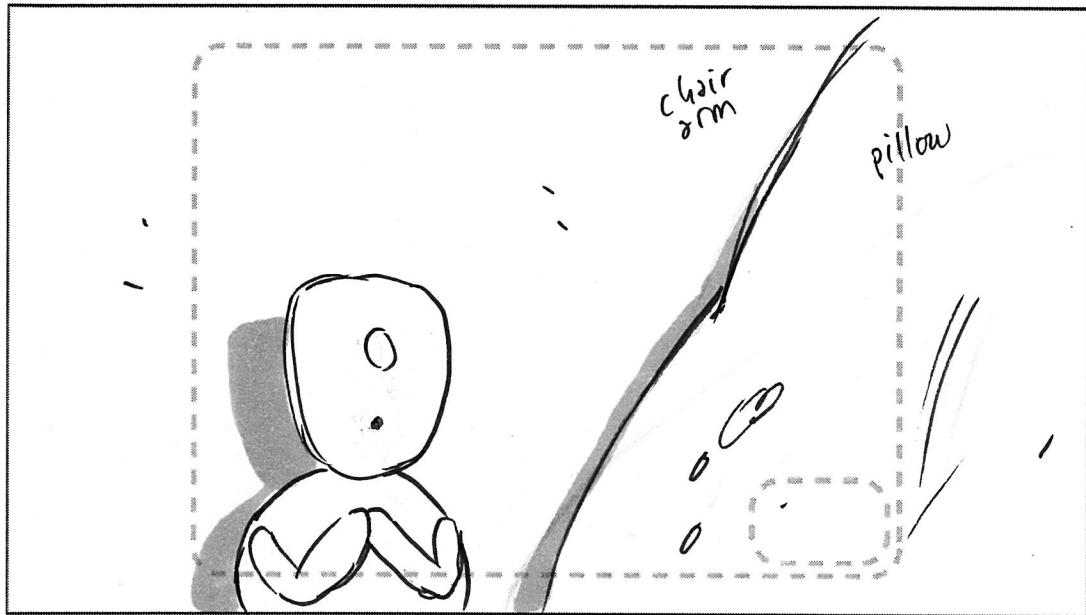
137

Pnl.

A

Bg.

day night



Sc.

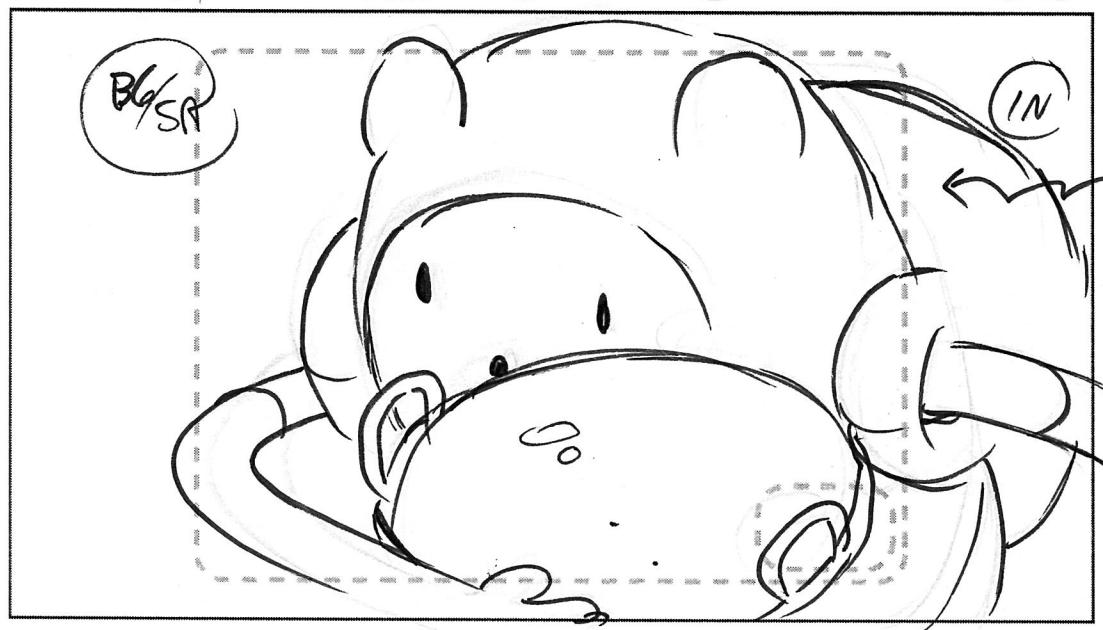
137

Pnl.

B

Bg.

day night



Page 156

EPISODE #

Production :

Dialog:

(FINN) Then, with a perfectly timed serving tray,

Action:

-Finn hurls tray offscreen like a discus.

Timing:

1025-193

ADVENTURE TIME

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Sc.

137

Pnl.

C

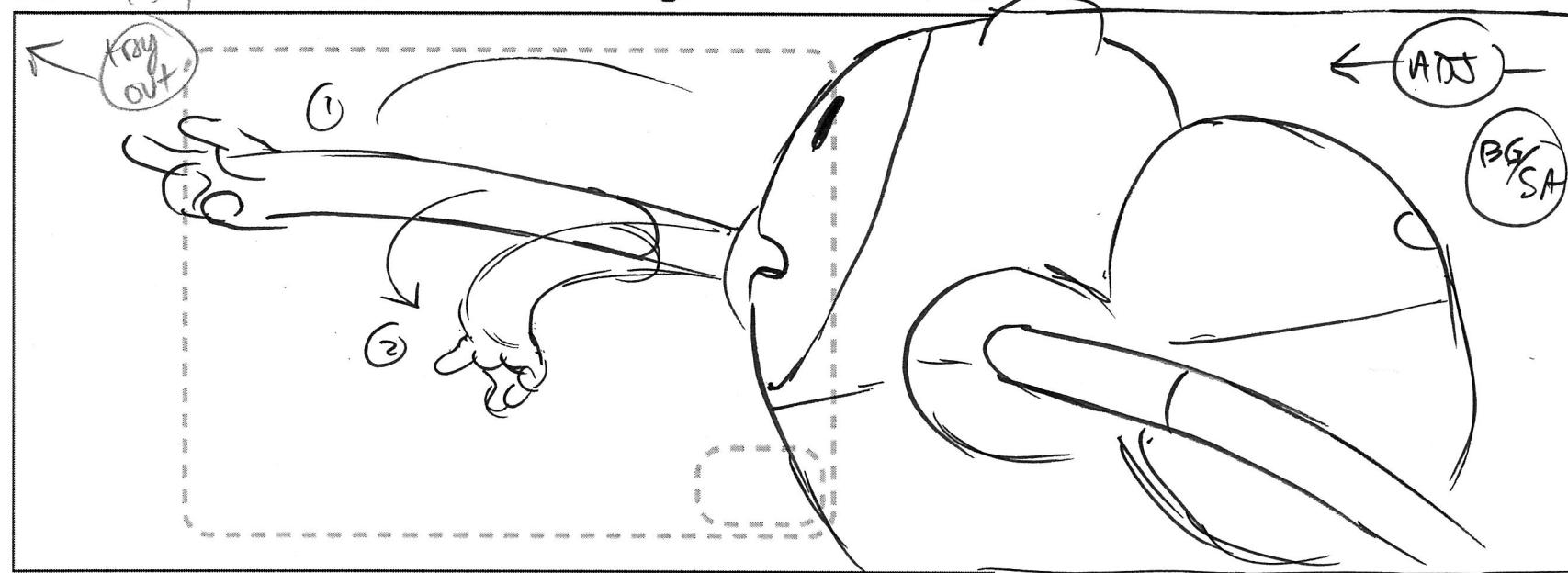
Bg.



day night

Page 157

1025-193



Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 158

Sc.

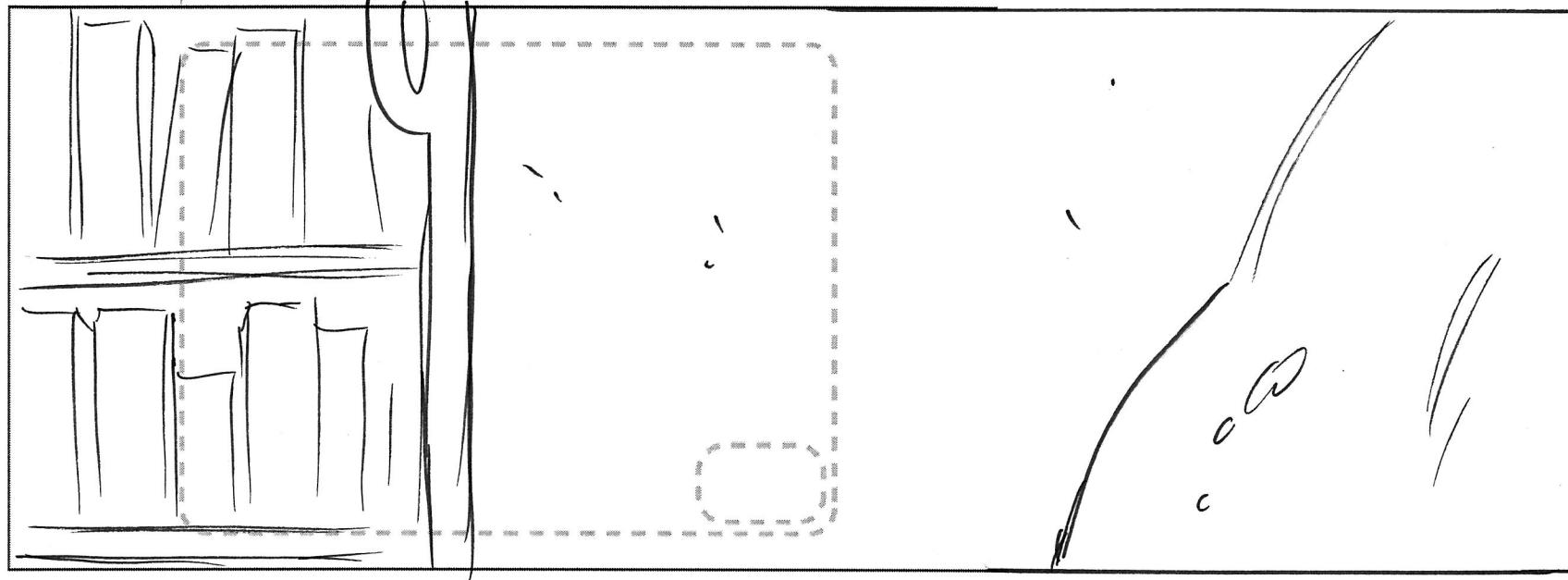
(37)

Pnl.

D

Bg.

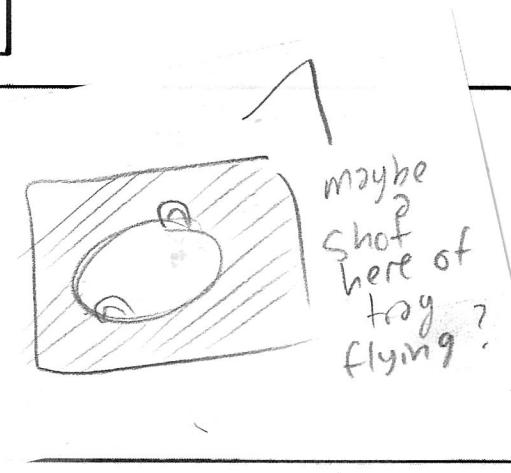
day night



Dialog:

Action:

Timing:



EPISODE #

Production :

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ADVENTURE TIME



159

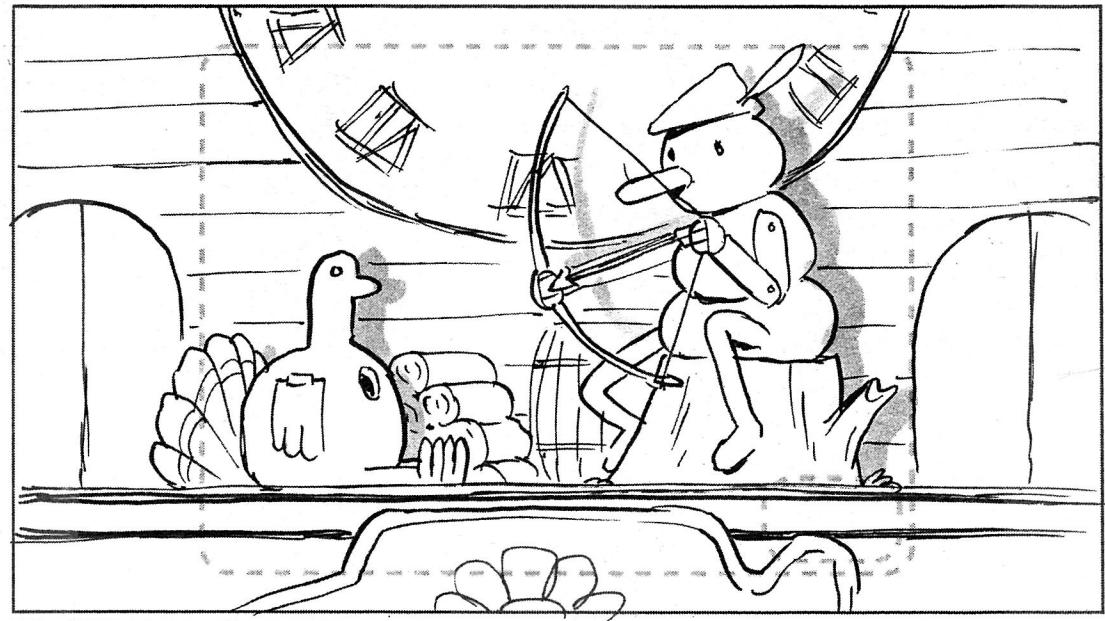
Page _____

Sc. 138

Pnl. A

Bg.

day night

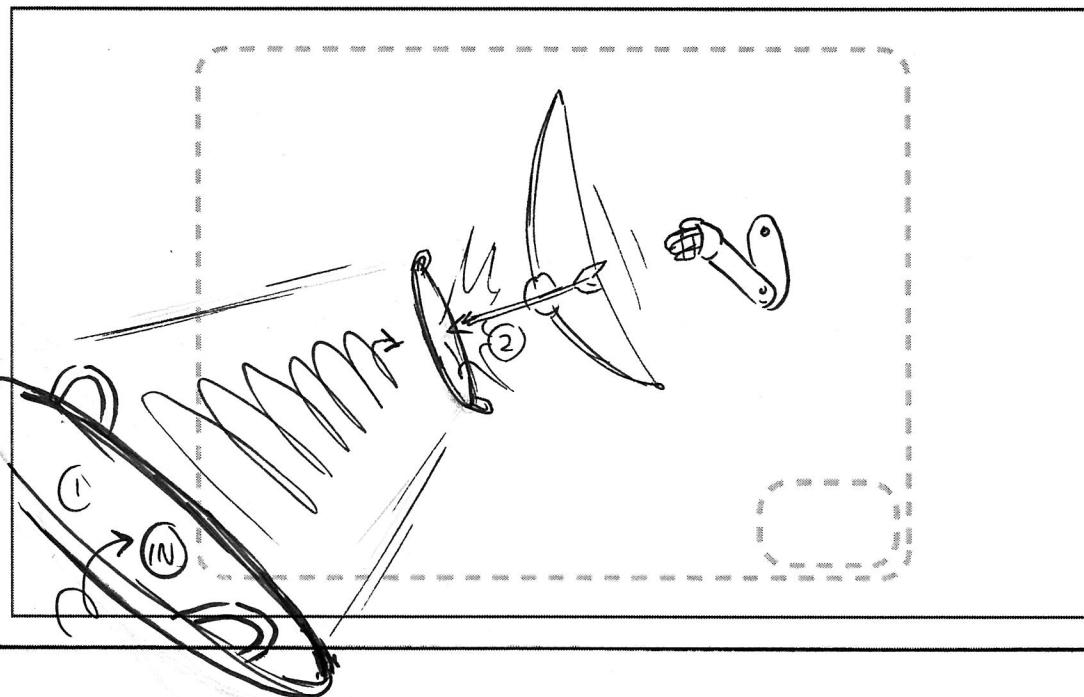


Sc. 138

Pnl. B

Bg.

day night



Dialog:

(F VO)

→ I'll deflect the hunter bot's brass arrow.

Action:

- Trzy spins into shot and intercepts fired arrow

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 160

Sc. 138

Pnl. C

Bg.

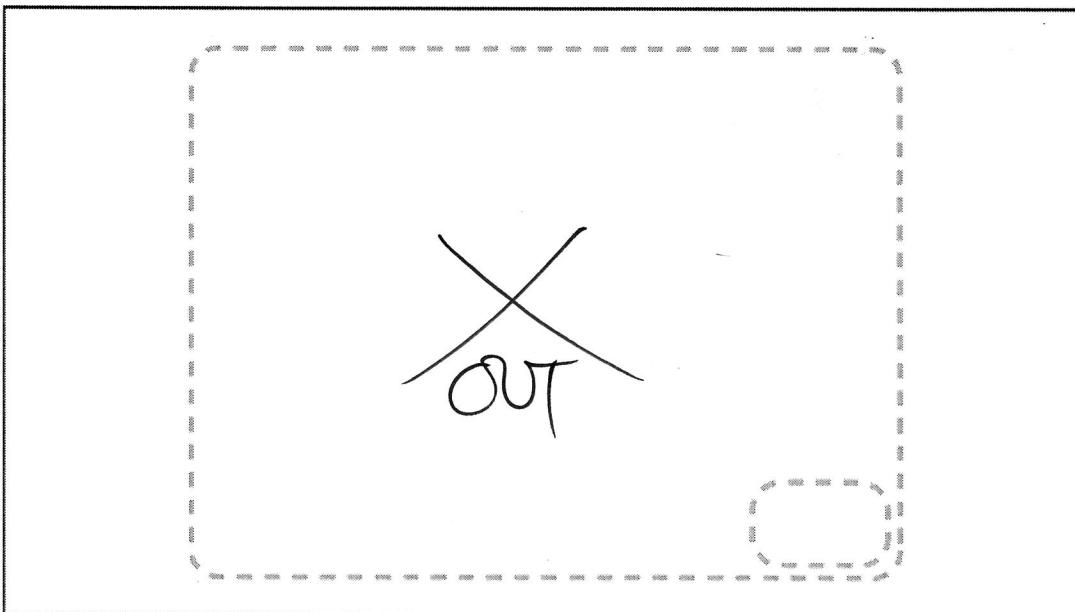
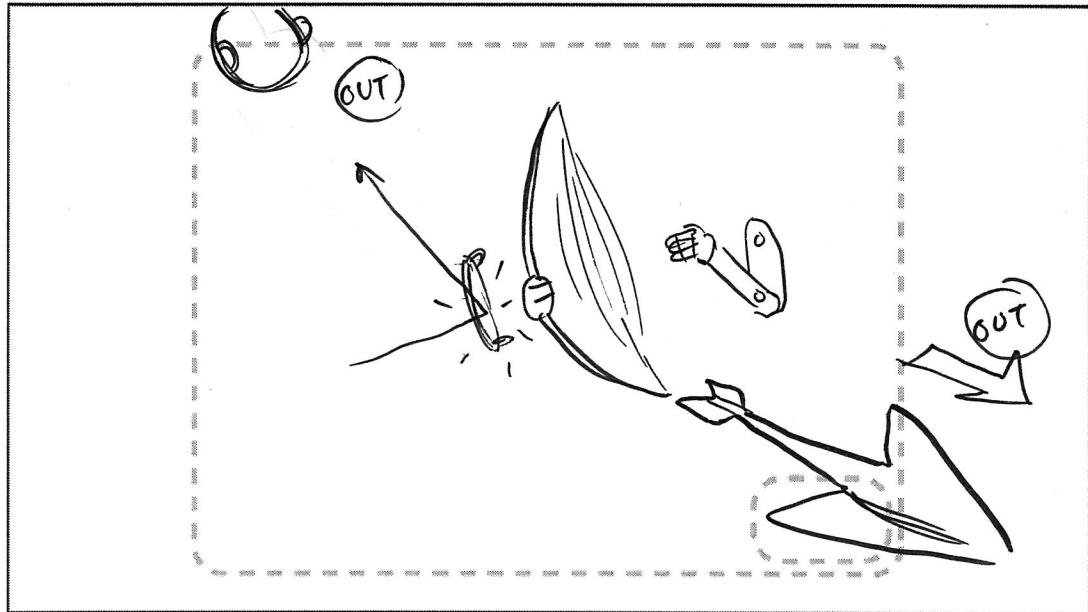
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: - Tray hits clock and bounces off screen
- arrow is deflected offscreen.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc.

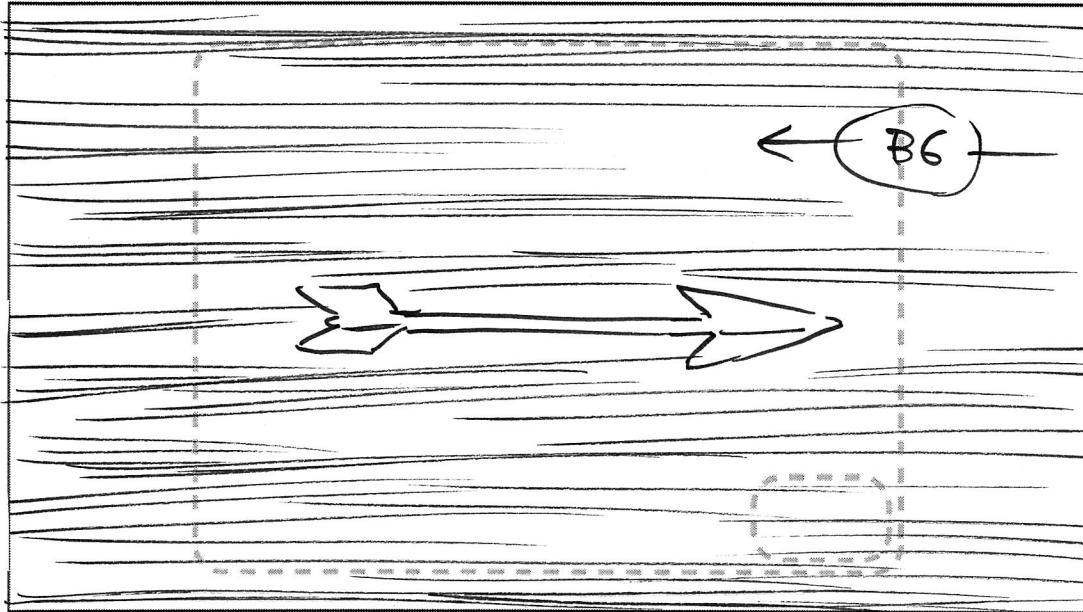
139

Pnl.

A

Bg.

day night



Sc.

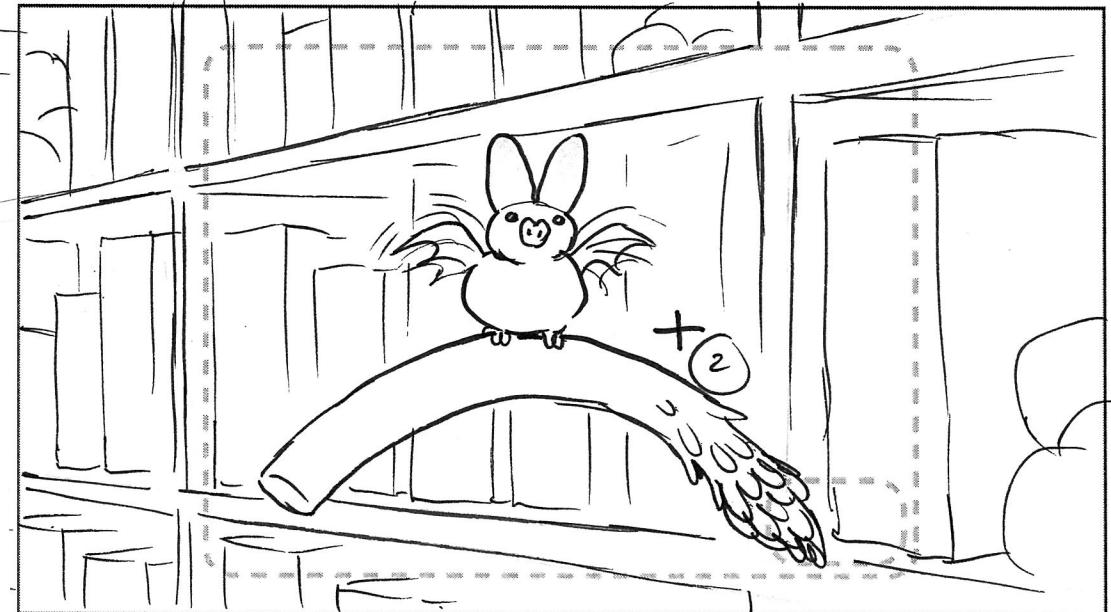
140

Pnl.

A

Bg.

day night

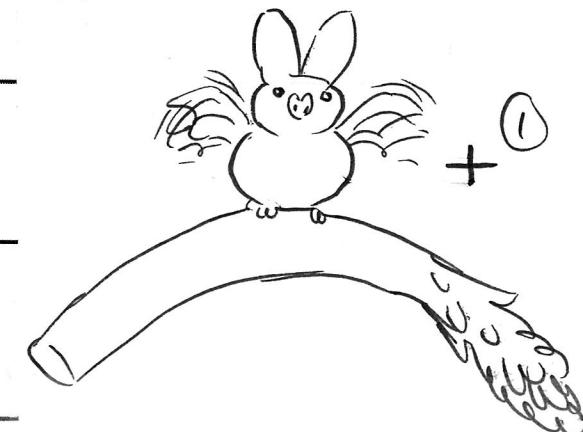


Page 161

Dialog:

(F) VO Swift but delicate, the arrow will gain heft →

Action:



Timing:

- Heavy bat flaps his wings fast but moves very slowly

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 162

Sc.

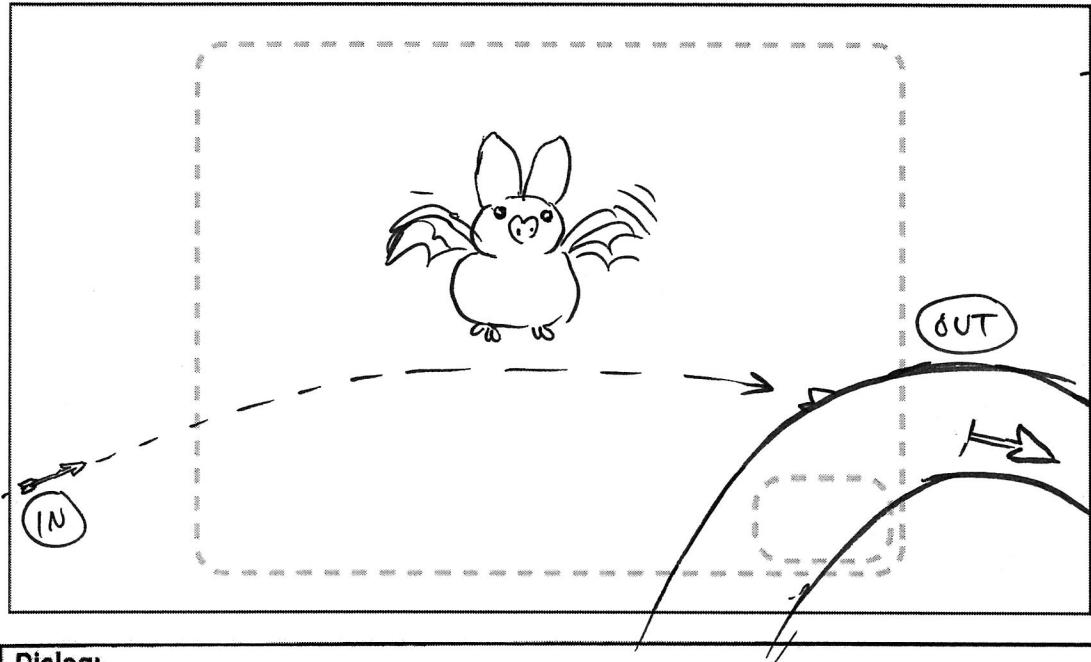
140

Pnl.

B

Bg.

day night



Sc.

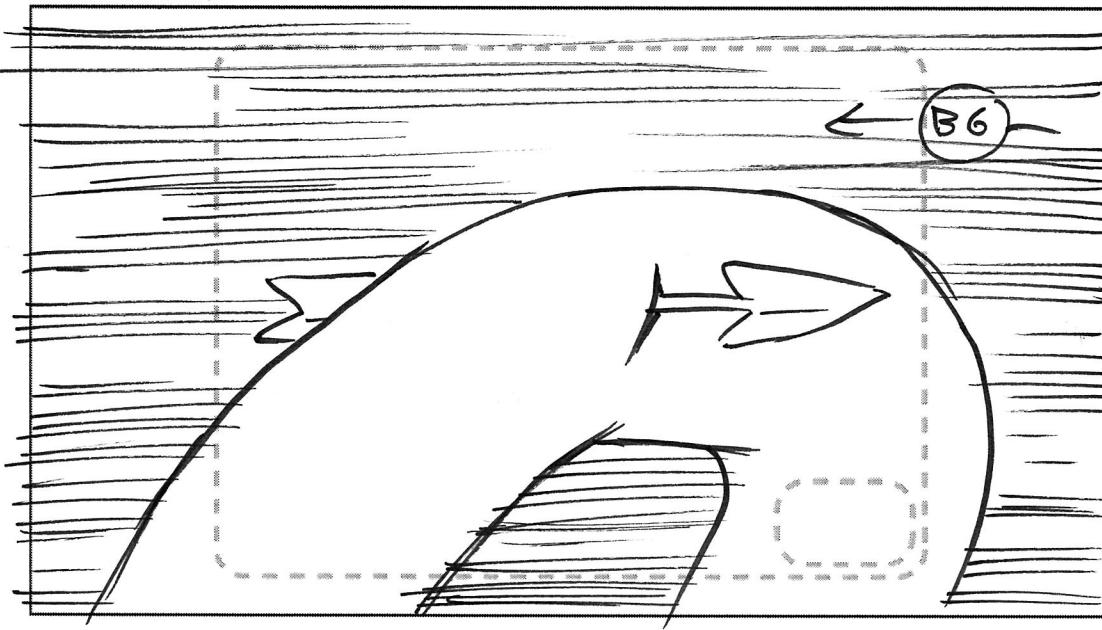
141

Pnl.

A

Bg.

day night



Dialog:

(F) (NO) → via the chandelier bat's filched asparagus.

Action: - arrow pierces asparagus and carries it away.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 163

Sc. 142

Pnl. A

Bg.

day night

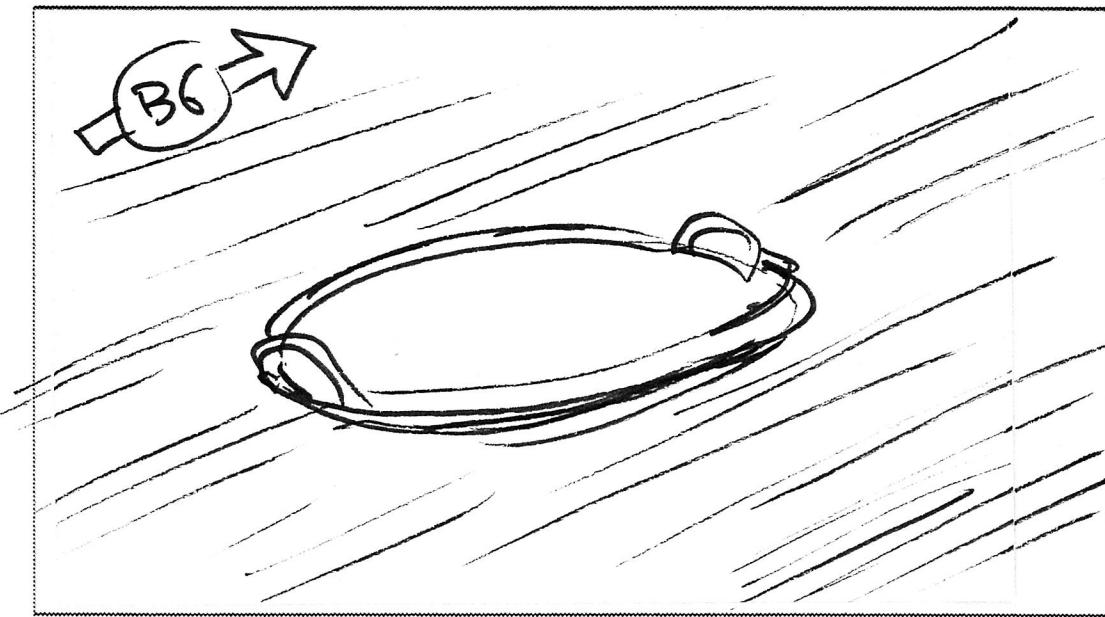


Sc. 143

Pnl. A

Bg.

day night



Dialog:

(F)(V.O)

MEANWHILE...

Action:

Timing:

(F)(V.O) The serving
tray from before
has entered
phase 2 . . .

EPISODE #

Production :

1025-193

ADVENTURE TIME



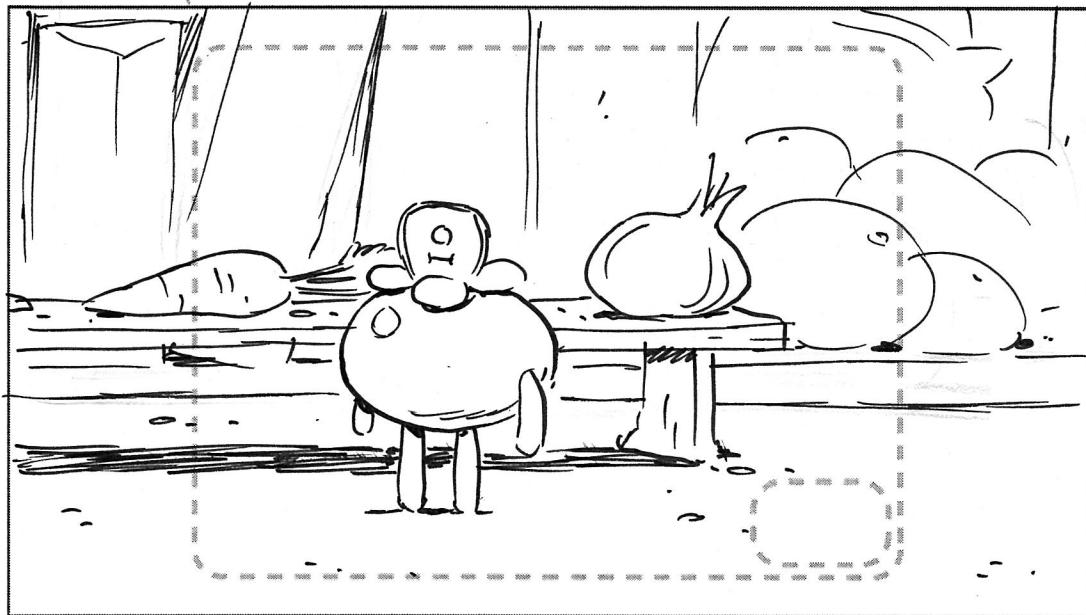
Sc.

144

Pnl. A

Bg.

day night



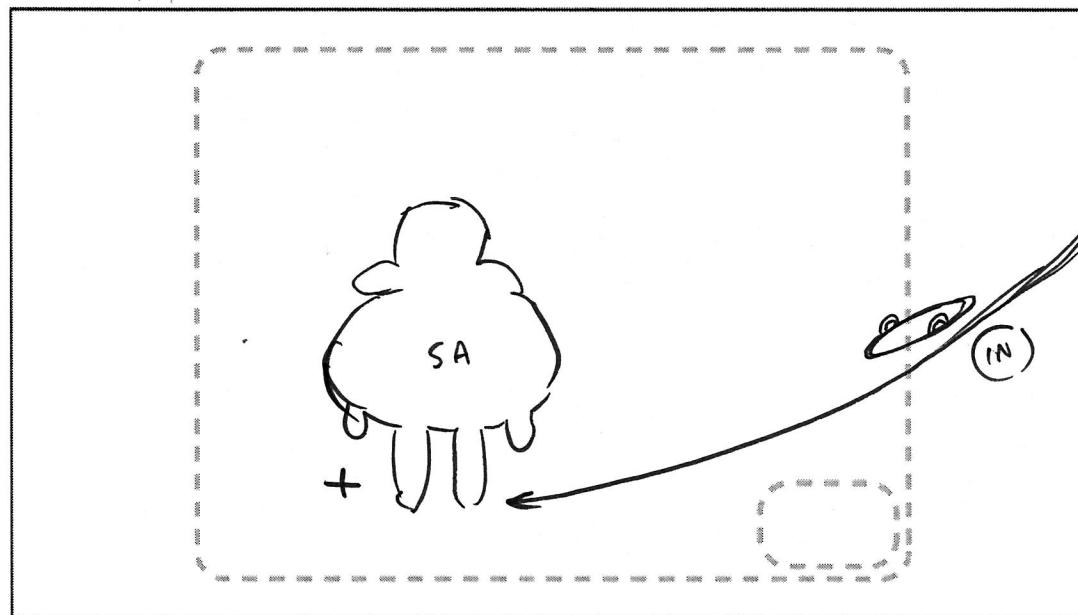
Sc.

144

Pnl. B

Bg.

day night

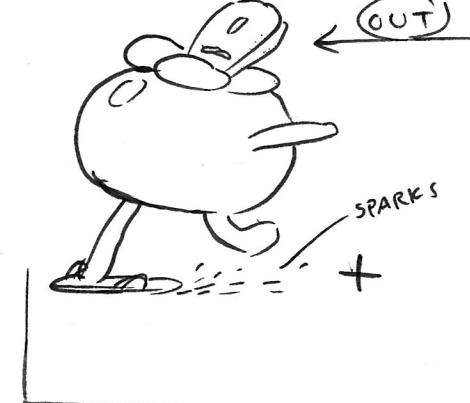


Page 164

Dialog:

Action: ~~Note:~~ mangosteens are a real thing and are purple

Timing:



-Tray flies in
and sweeps
BM off his
feet.

EPISODE #

Production :

1025-193

ADVENTURE TIME



165

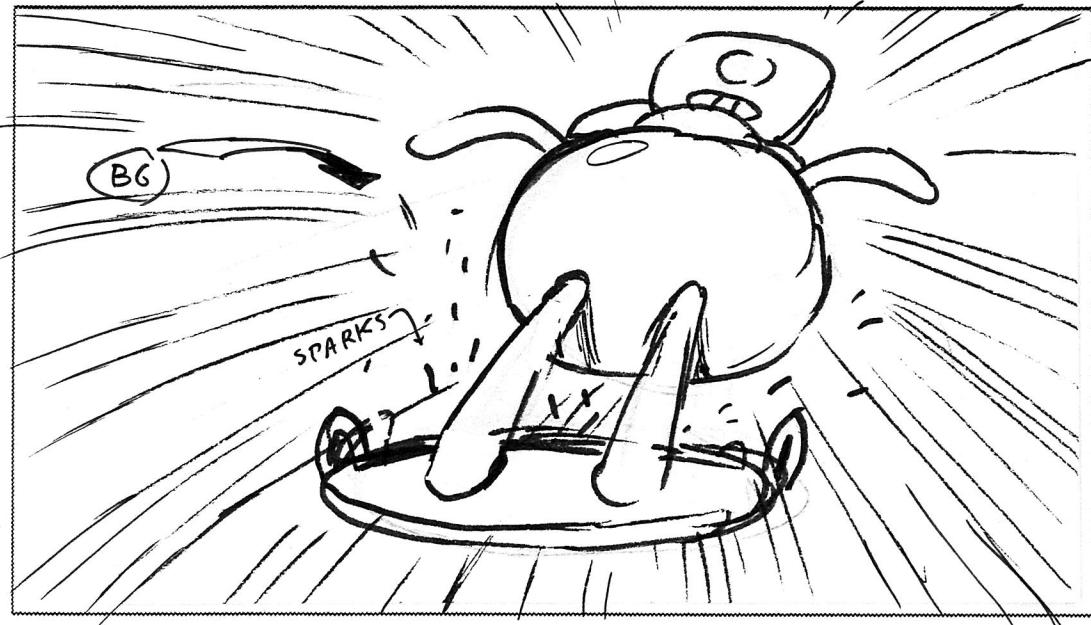
Page _____

Sc. 145

Pnl. A

Bg.

day night



Sc. 146

Pnl. A

Bg.

day night



Dialog:

(F) VO sending
Bruce Mangosteen
careening into
the clean
silverware.

Action:

- SPARKS fly out
behind tray

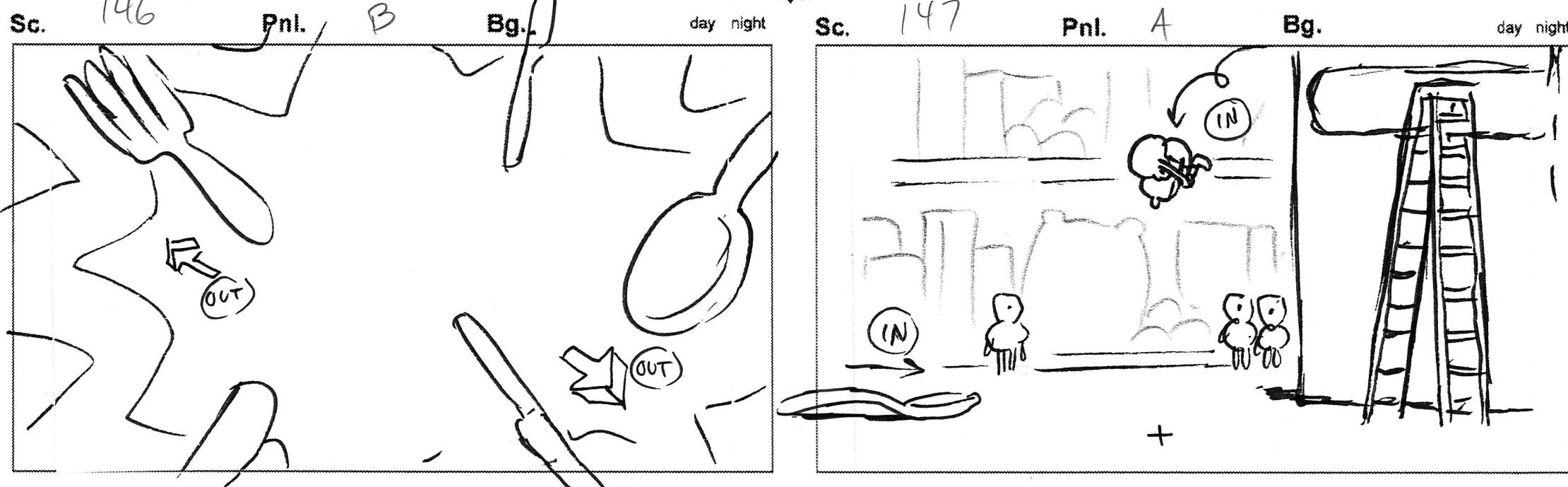
Timing:



EPISODE #

Production :

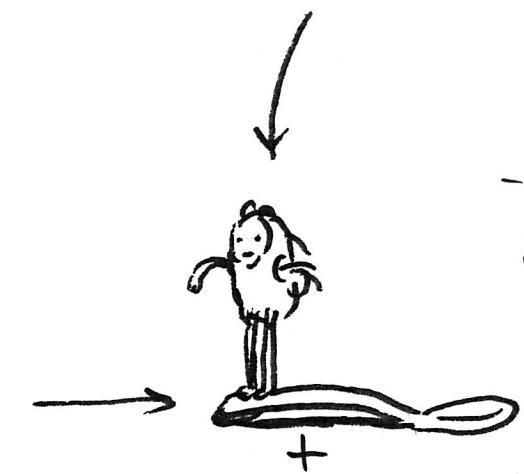
1025-193



Dialog:

Action: *- explosion should be abstract/stylized
(no need to animate nine million forks flying around)

Timing:



- Spoon slides into scene and slows to a stop.

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc.

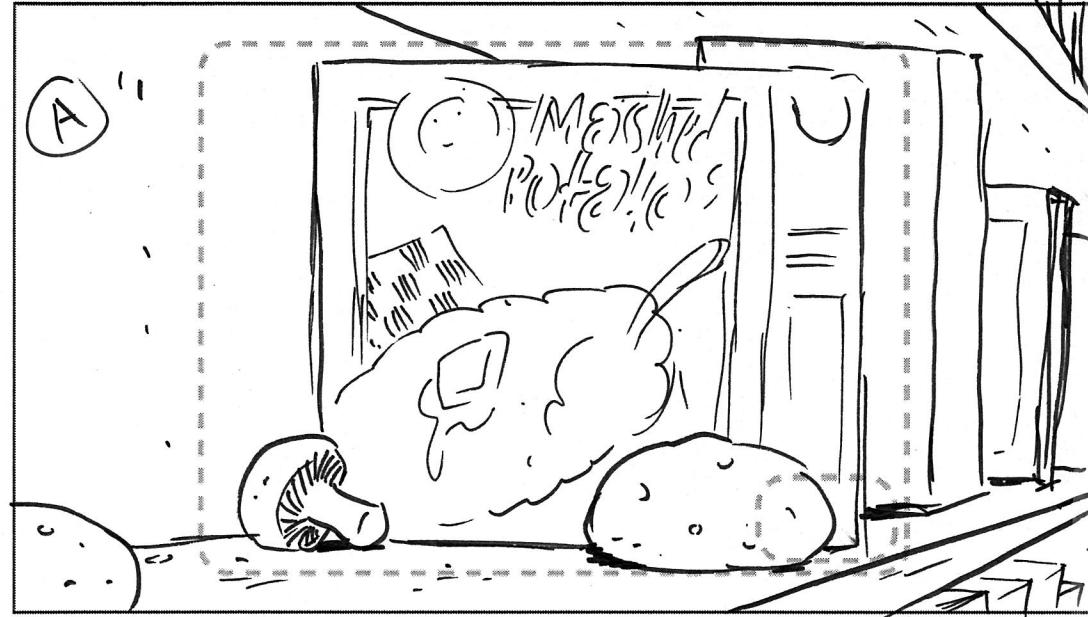
148

Pnl.

A

Bg.

day night



Sc.

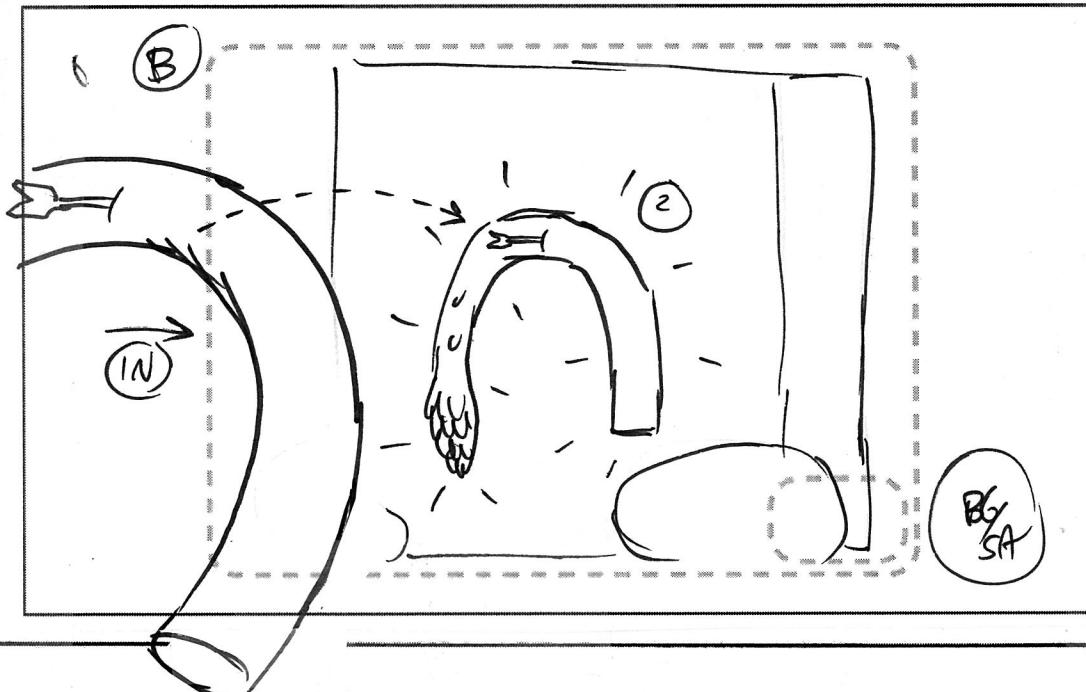
148

Pnl.

B

Bg.

day night



Dialog:

(F) VO BUT ALSO - the asparagus arrow has caused a domino thing of food →

- asparagus arrow slams into box, box starts tipping over

Action



Timing

Production :

EPISODE #

Page 167

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ADVENTURE TIME



Page 168

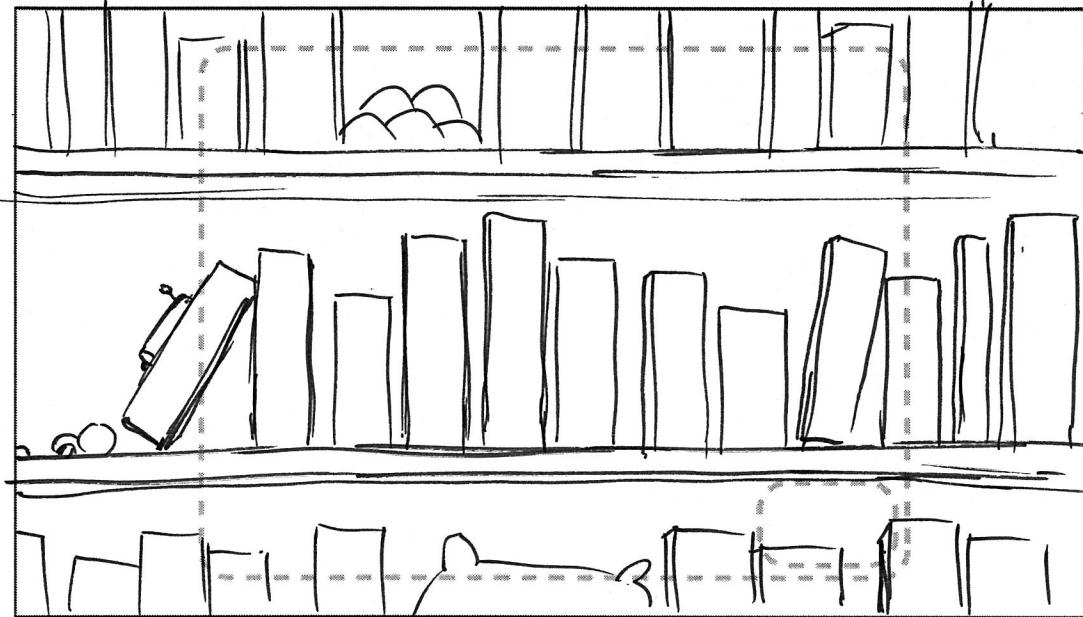
Sc.

149

Pnl. A

Bg.

day night



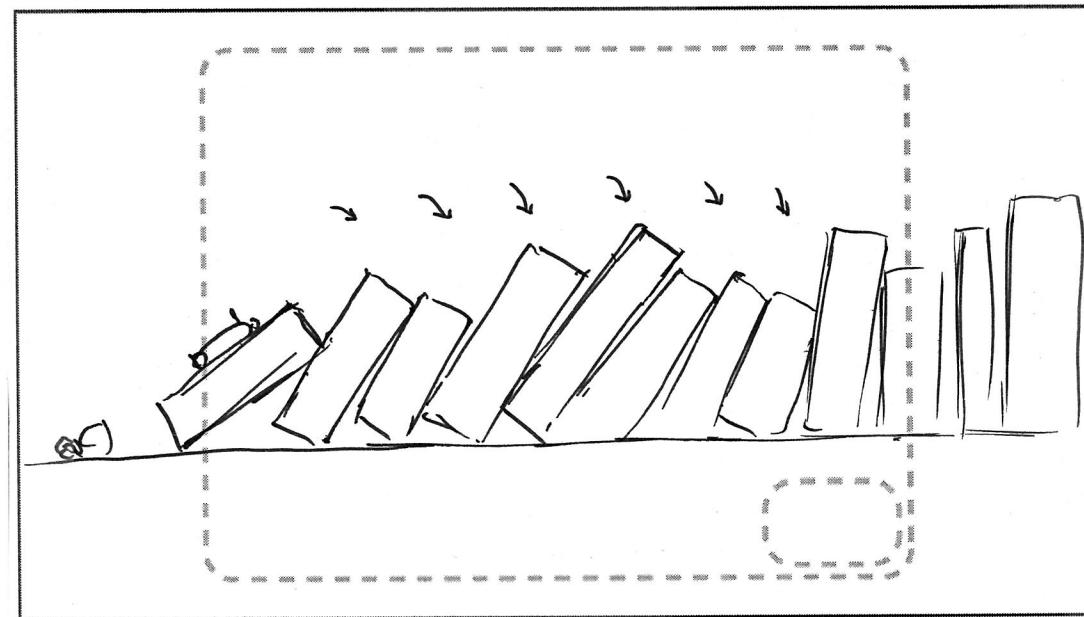
Sc.

149

Pnl. B

Bg.

day night



Dialog:

Action:

- Box tips further into next box, starting a cascading domino effect.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



day night

Sc.

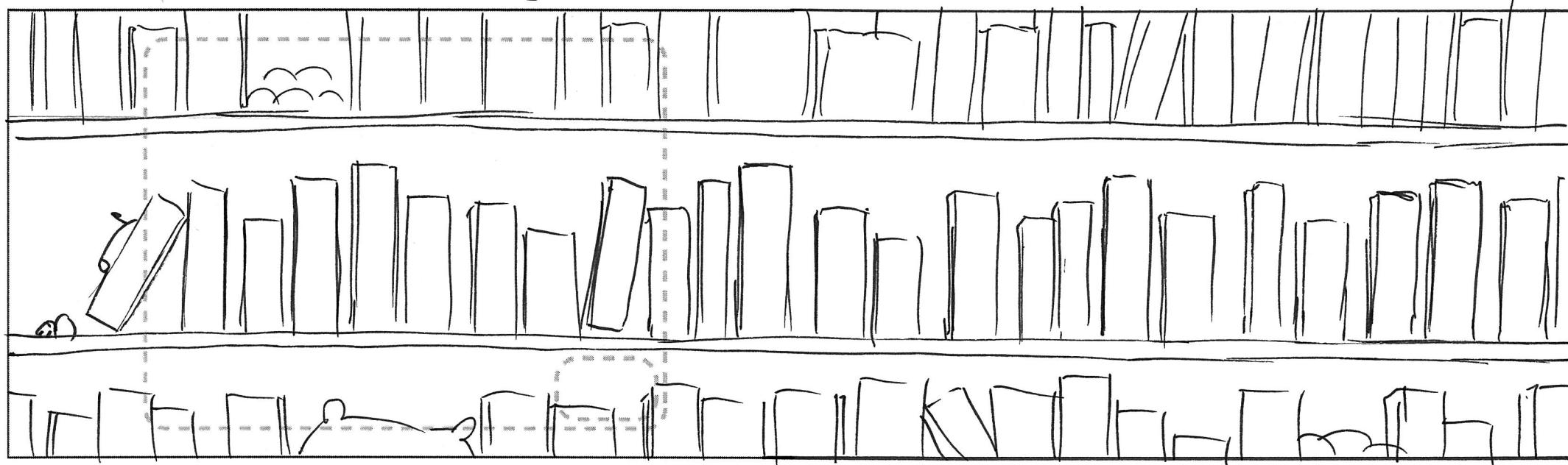
149

Pnl.

C

Bg.

Page 169



Dialog:

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



day night

Sc.

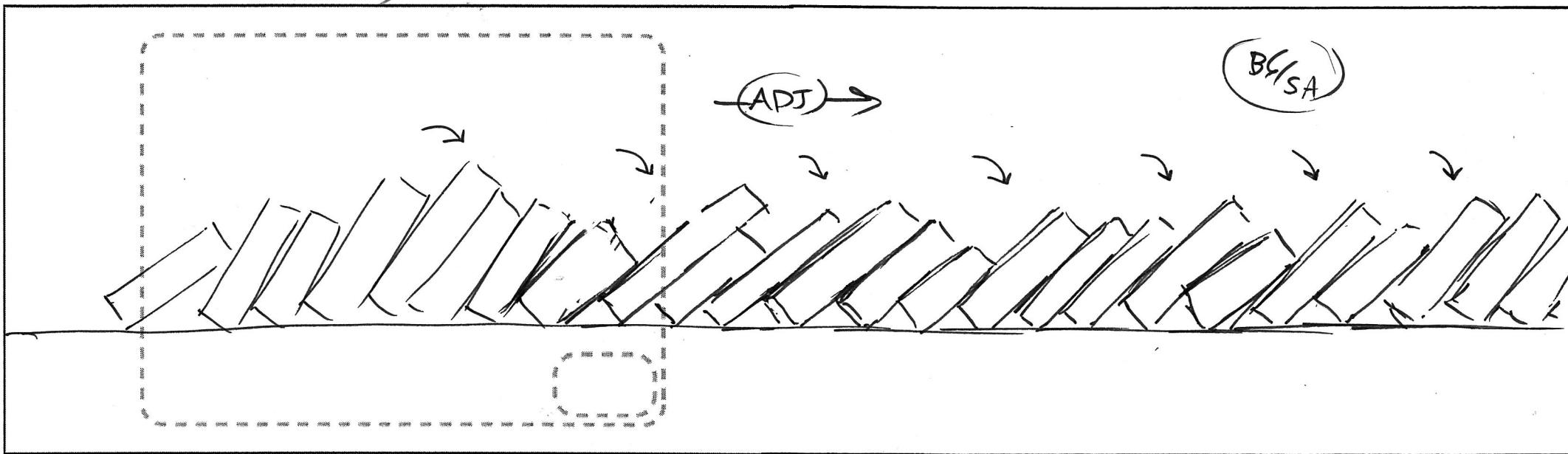
149

Pnl.

D

Bg.

Page 170



Dialog:

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME

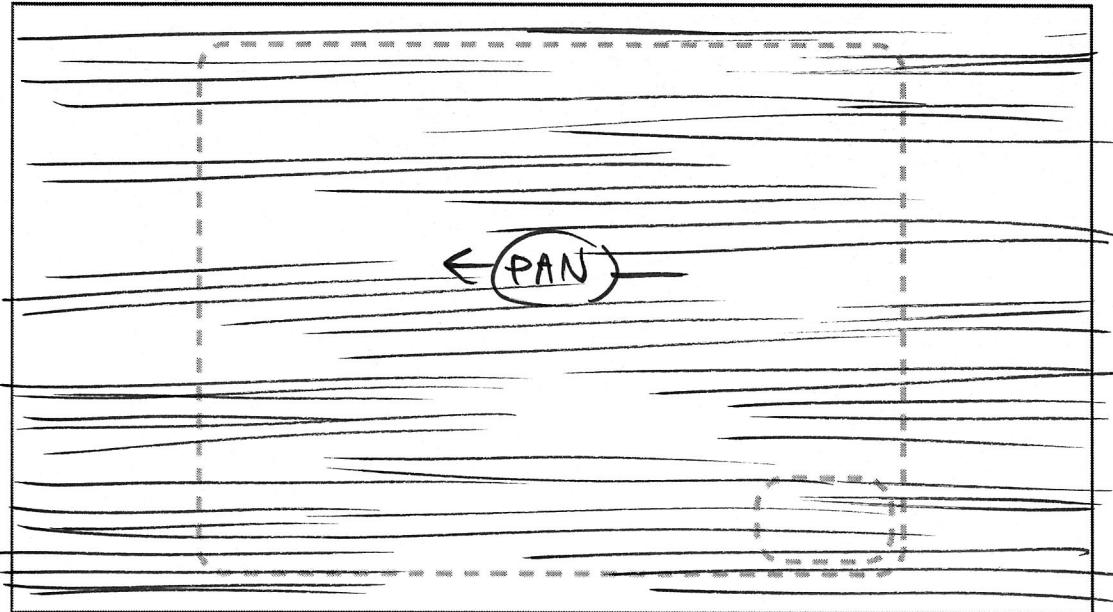


Sc. 149

Pnl. E

Bg.

day night

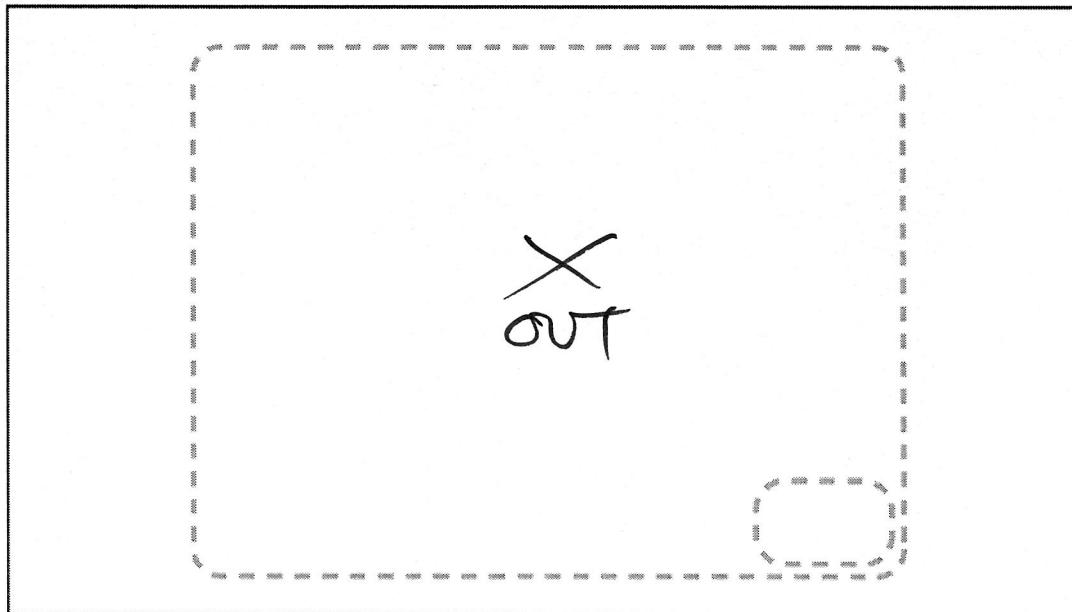


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

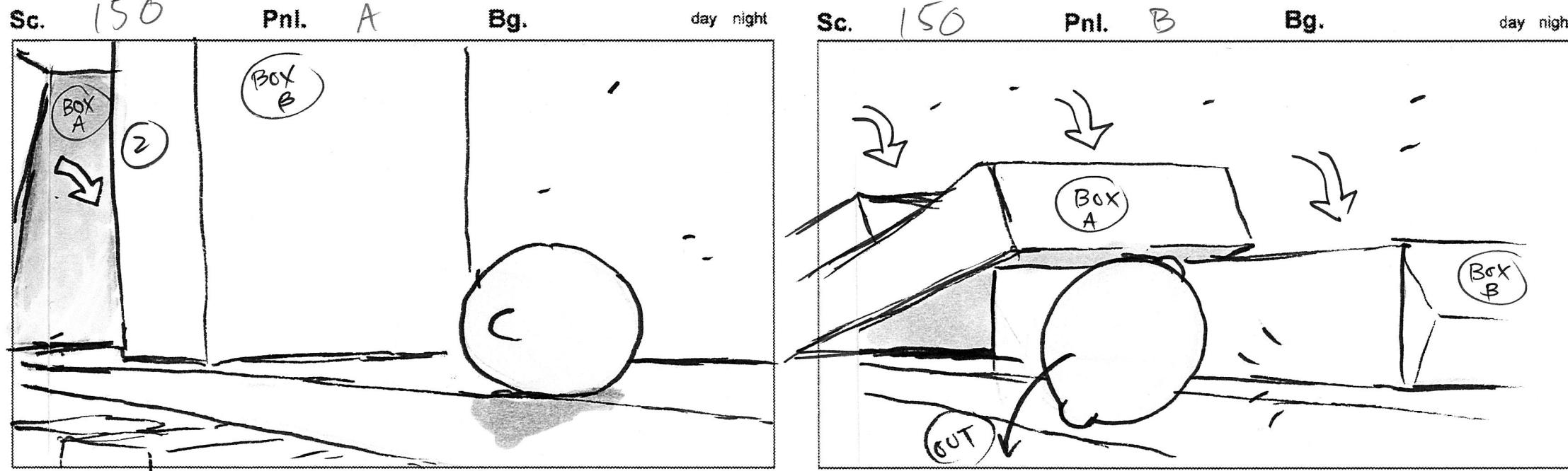
Timing:

EPISODE #

Production :

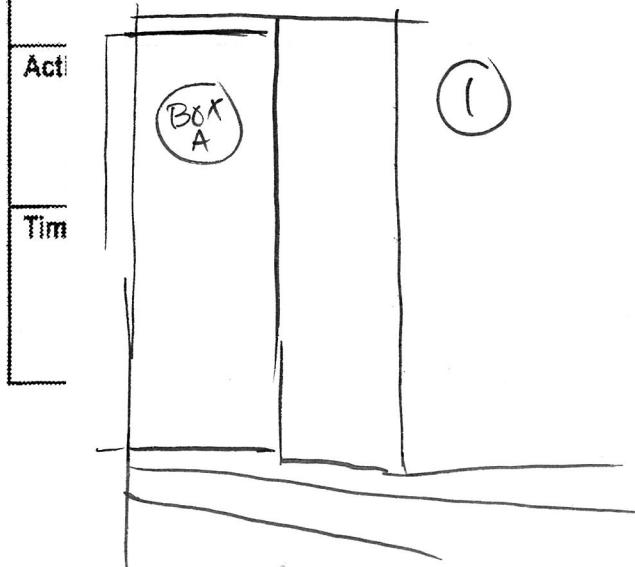
1025-193

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Dialog:

→ culminating
in a huge
lemon falling.



- Box A tips into Box B, which falls down and knocks the lemon off the shelf.

EPISODE #

Production #:

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ADVENTURE TIME



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Page _____

Sc. 151

Pnl.

A

Bg.

day night

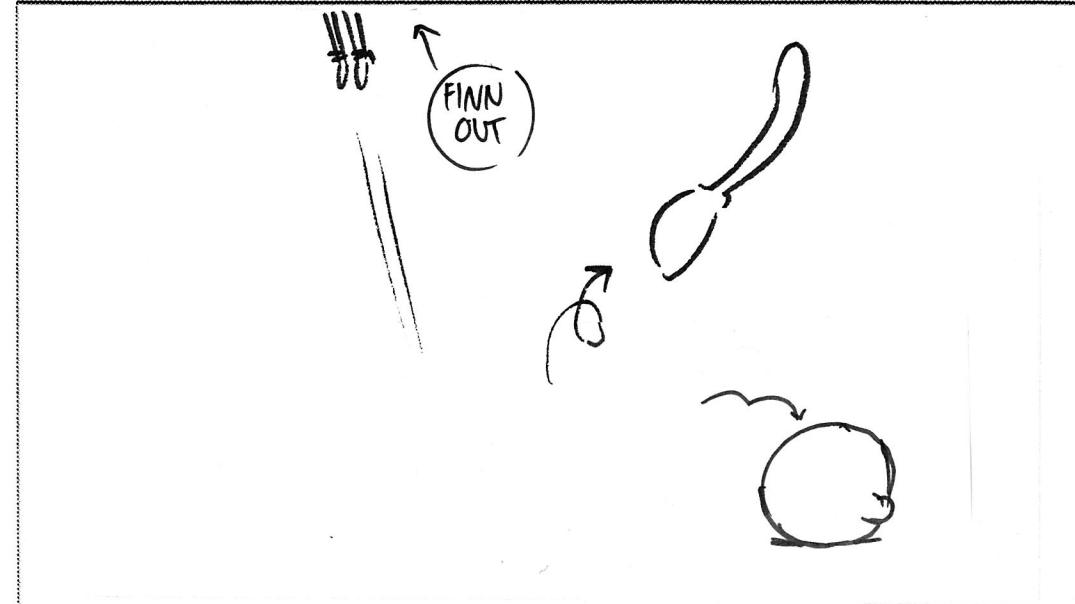
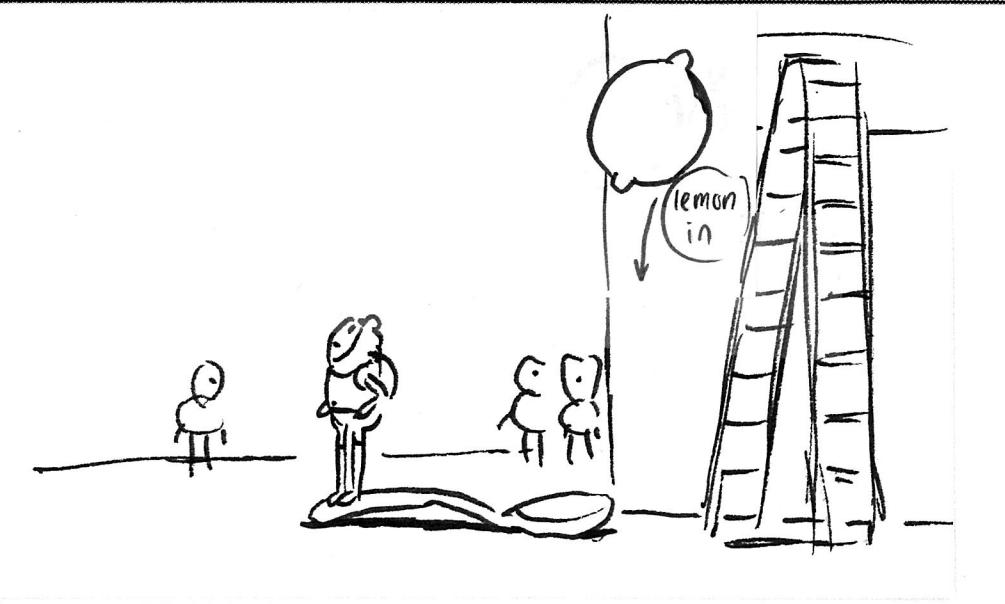
Sc. 151

Pnl.

B

Bg.

day night



Dialog:

Action:

- Lemon falls onto spoon and catapults Finn off screen.

Timing:

EPISODE #

Production :

1025-193

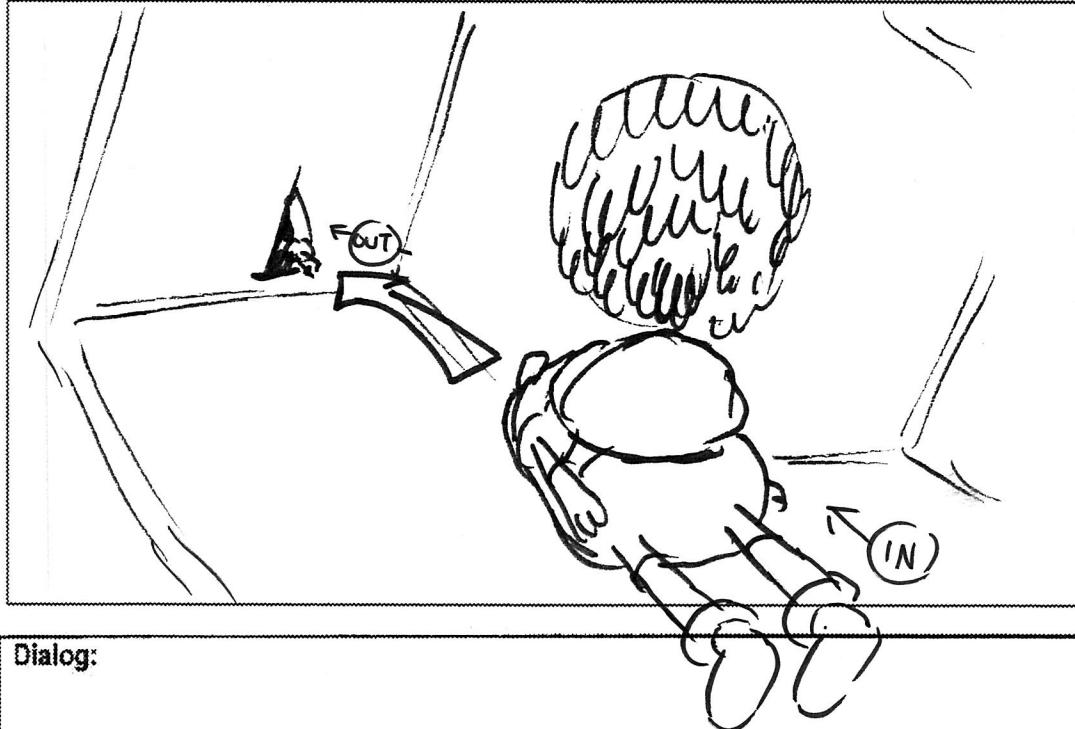


Sc. 152

Pnl. A

Bg.

day night



Sc. 153

Pnl. A

Bg.

day night



Dialog:

- BEAT -

Action: - Finn flies into ceiling crack.

★ NOTE - special postel/rainbow zip
BG for this shot
- Finn rotates continuously through scene.

Timing:

ADVENTURE TIME



Page 175

Sc. 153

Pnl. B

Bg.

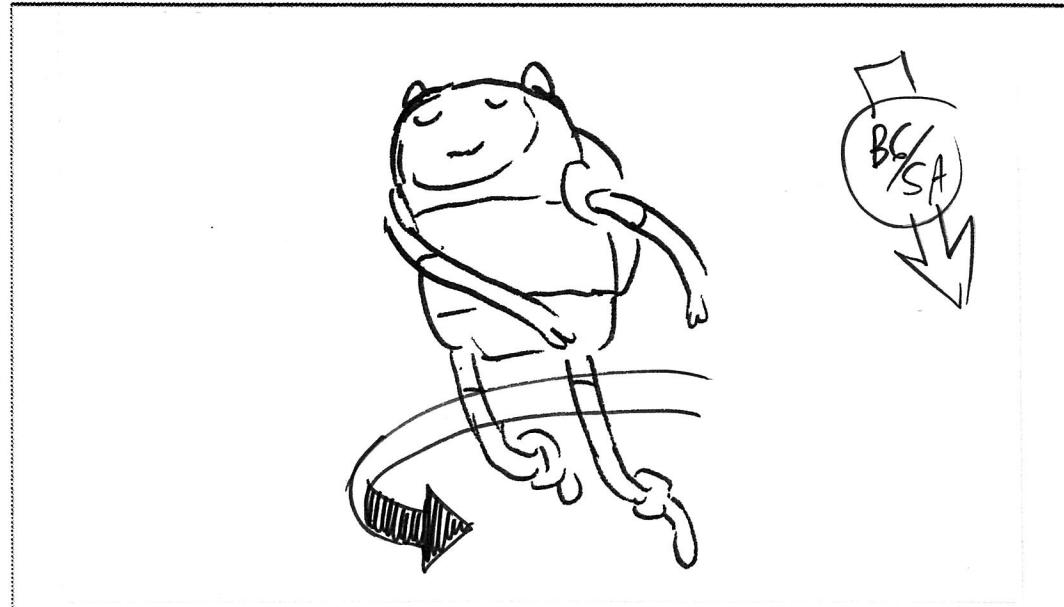
day night

Sc. 153

Pnl. C

Bg.

day night



Dialog:

(F) VO It's not a perfect
plan, but with a
little luck, I think
it's got a good
chance.

Action:

SFX: *clock
chiming*

Timing:

Production :

1025-193

Sc. 154

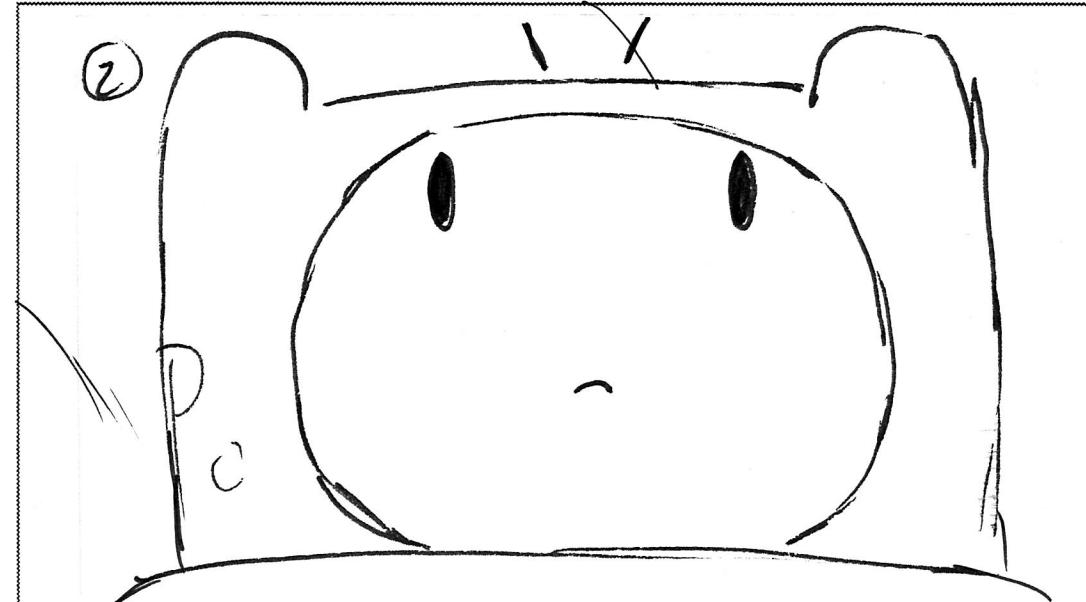
Pnl. A

Bg.

day night

LANTA

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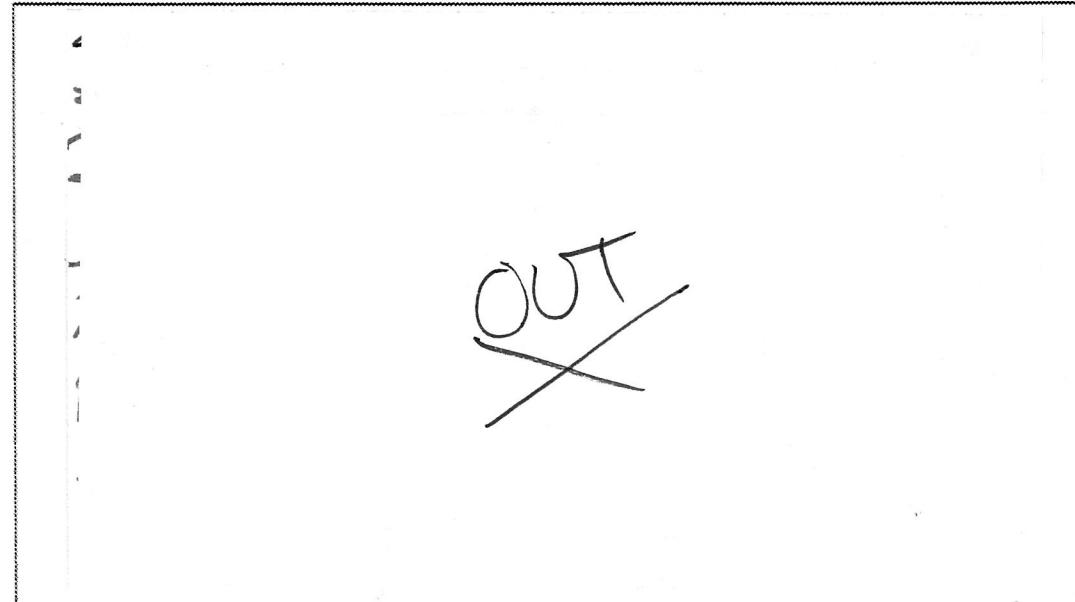


Sc.

Pnl.

Bg.

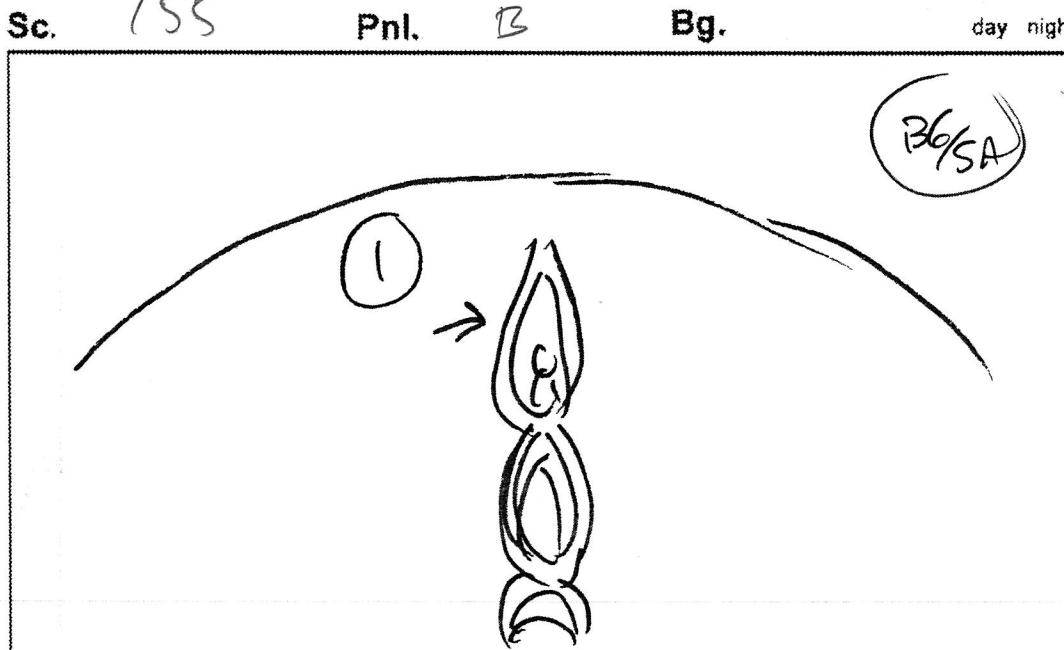
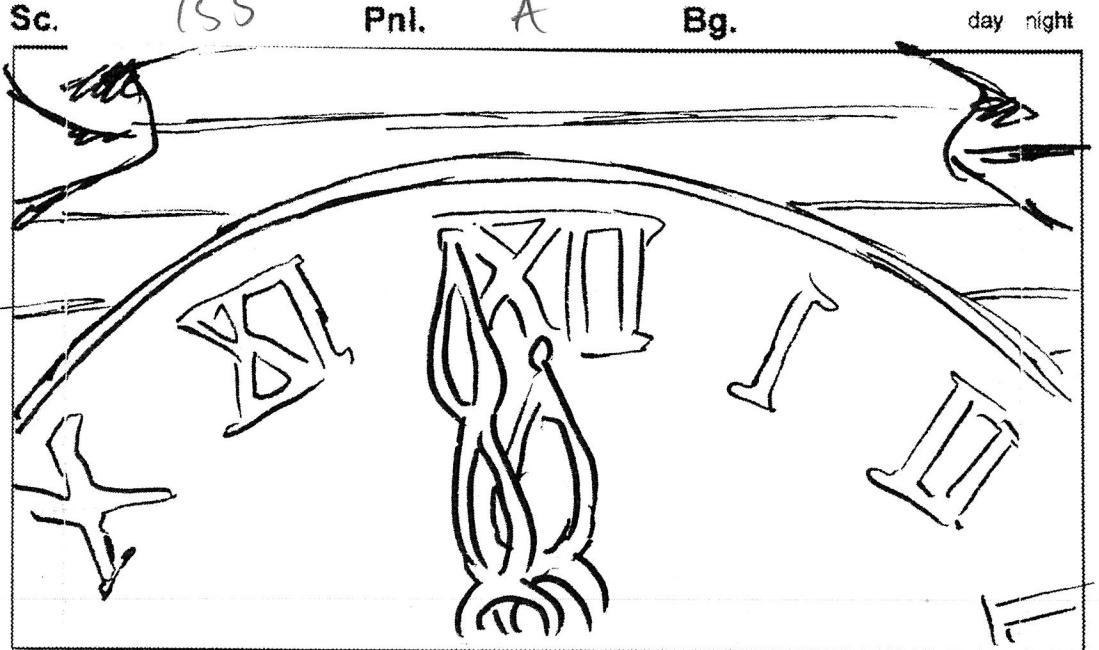
day night



EPISODE #

Production :

1025-193



Dialog:

[reuse earlier shot]

SFX: * chiming starts*
(lasts throughout →)
next few scenes

Action:

* this segment is mostly reused animation from the earlier fantasy sequence,
but this time the vaseline-lens effect is removed.

Timing:

⌚ Clock: 11:59

⌚ Clock: 12:00

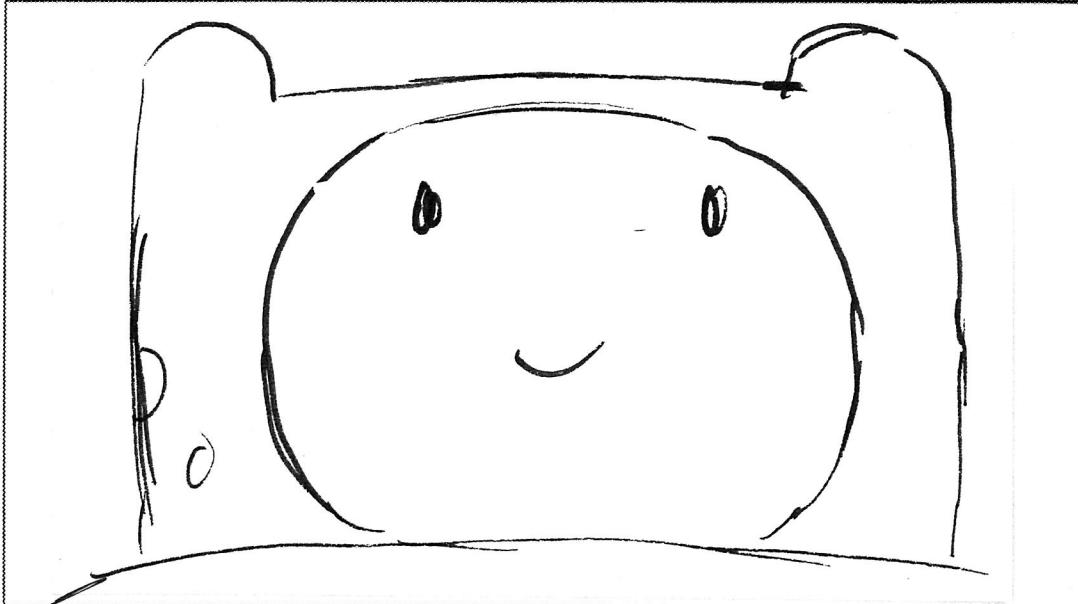
ADVENTURE TIME



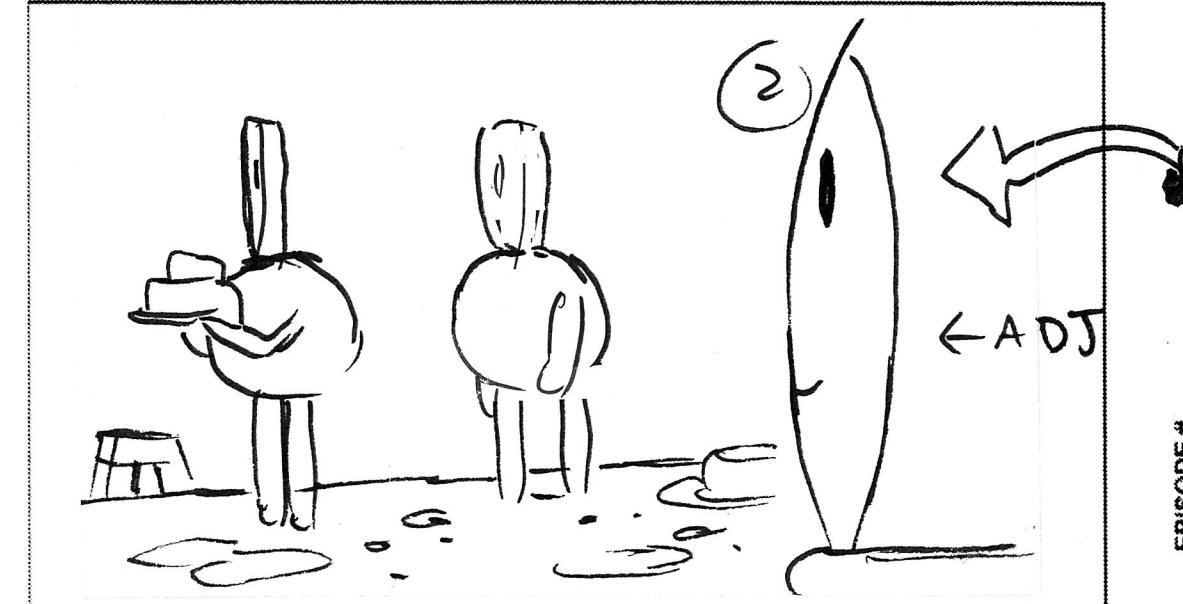
178

Page _____

Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:

[*NOT* REUSE - new animation/ bg]

* climbing *

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



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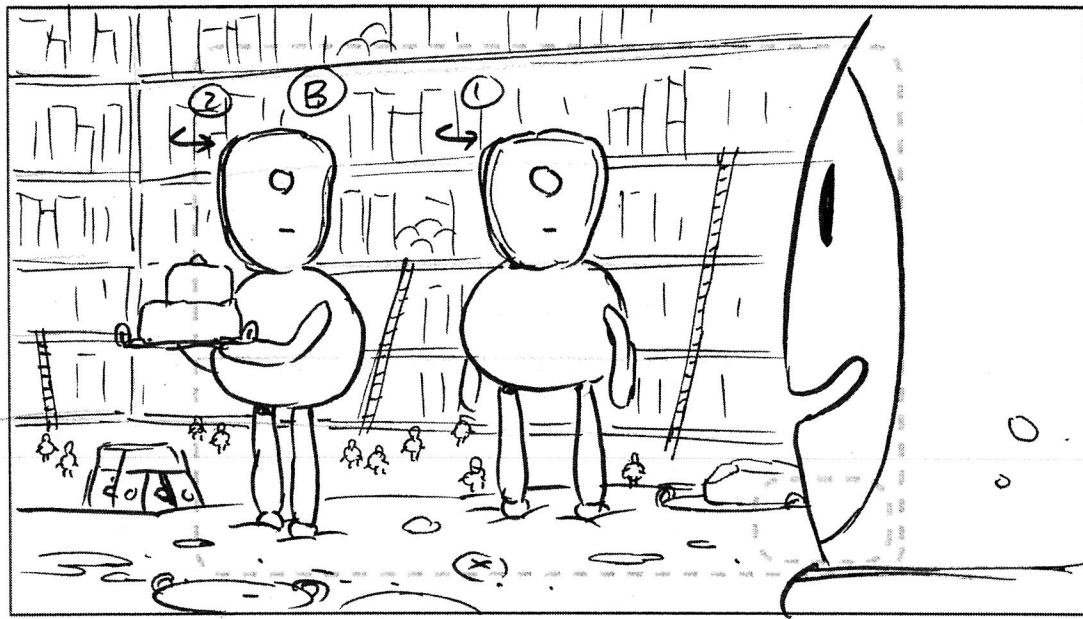
Page 1

Sc. 156

Pnl. C

Bg.

day night

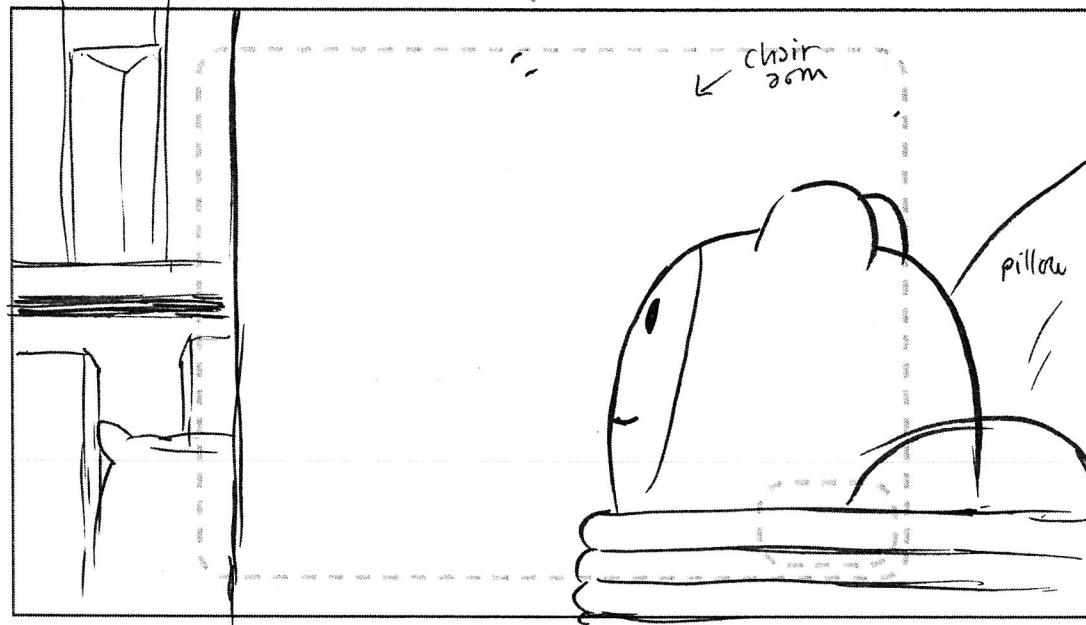


Sc. 157

Pnl. A

Bg.

day night



EPISODE #

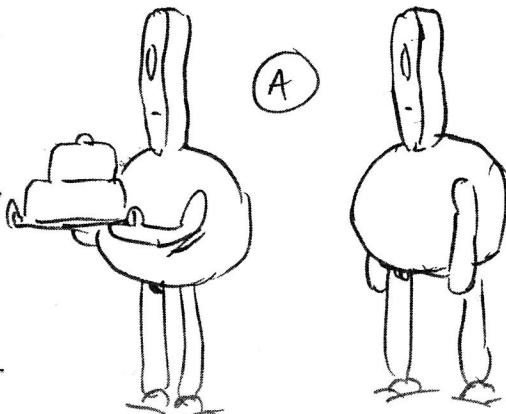
1025-193

Dialog:

[reuse]

(F) Hey do you guys like clean jokes?

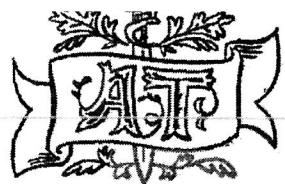
Action:



Timing:

Production :

ADVENTURE TIME



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Page _____

Sc.

157

Pnl. B

Bg.

day night

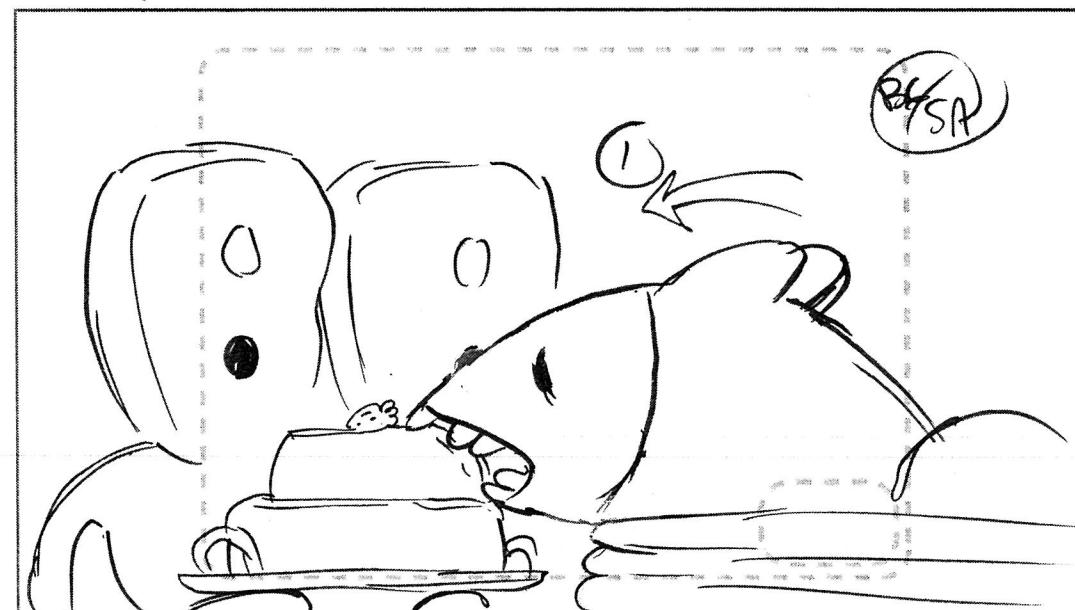
Sc.

157

Pnl. C

Bg.

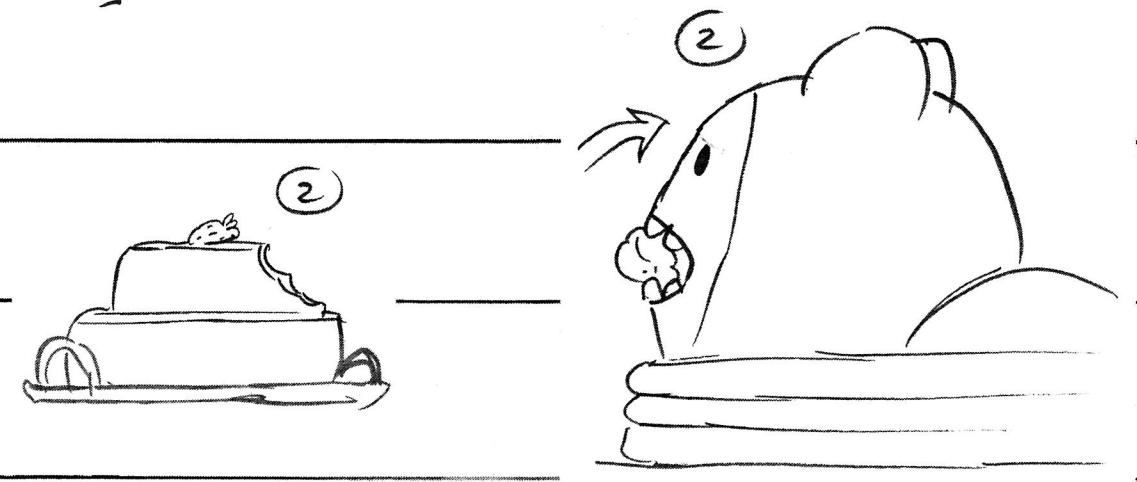
day night



Dialog:

[reuse]

Action:



Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



181

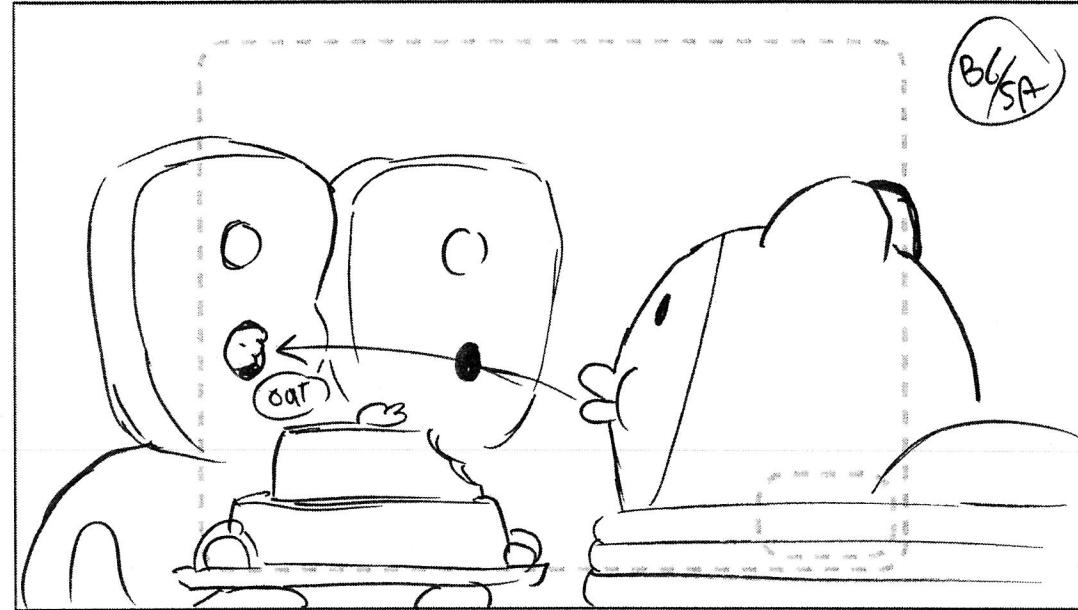
Page _____

Sc. 157

Pnl. D

Bg.

day night

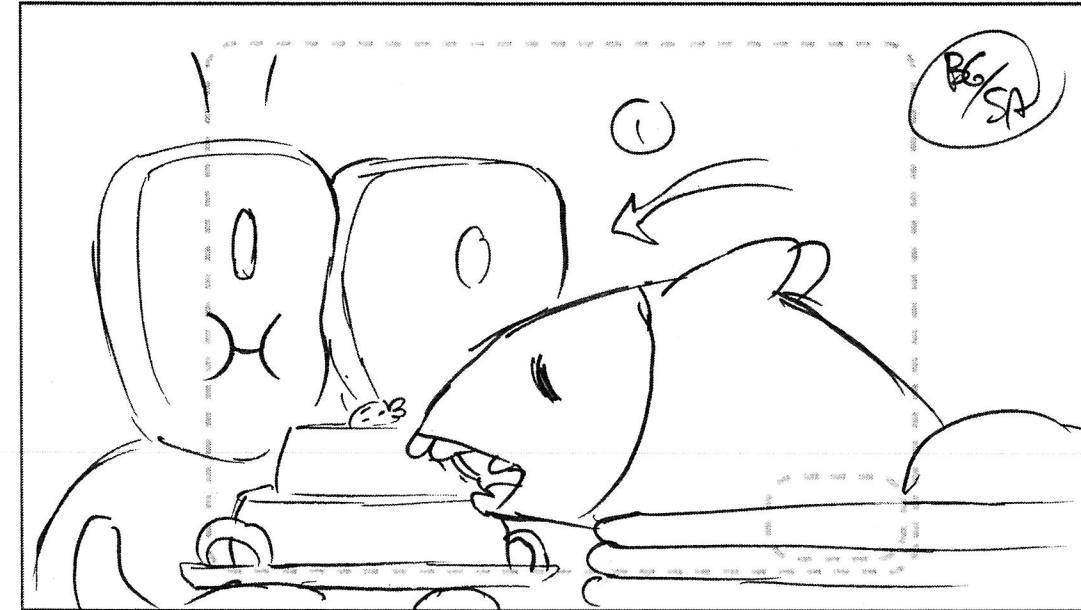


Sc. 157

Pnl. E

Bg.

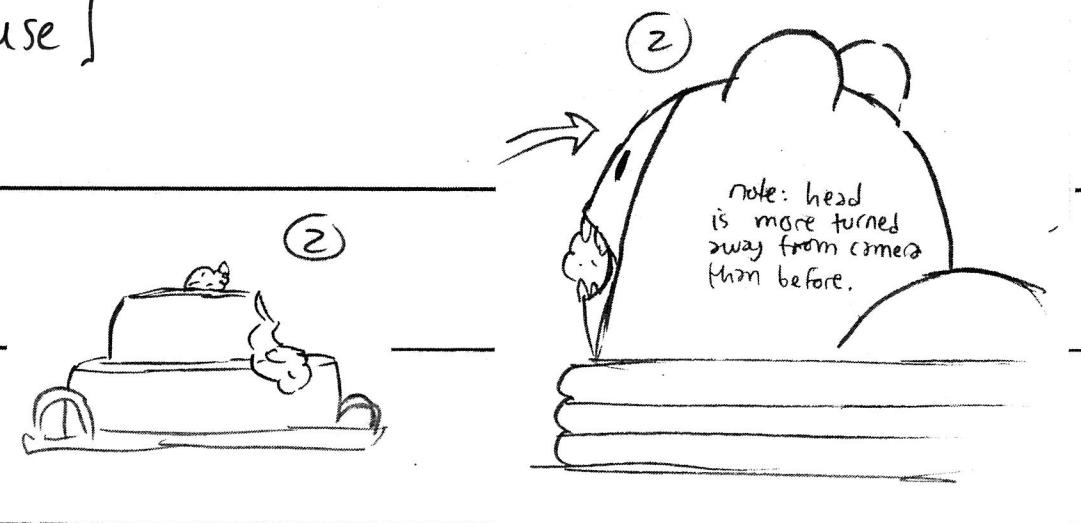
day night



Dialog:

[reuse]

Action:



Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



182

Page _____

Sc. 157

Pnl. F

Bg.

day night

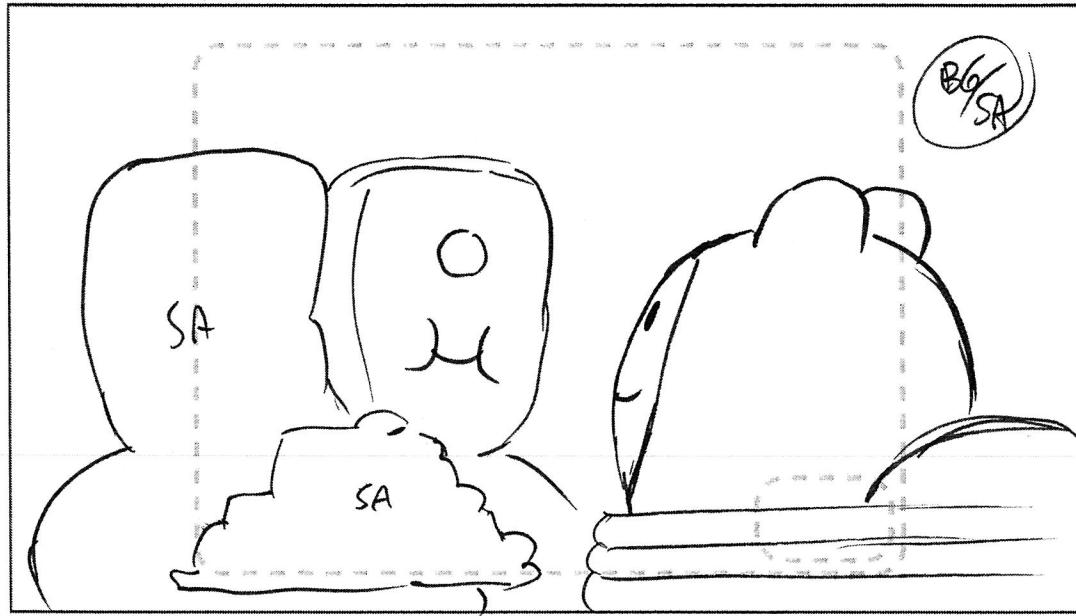
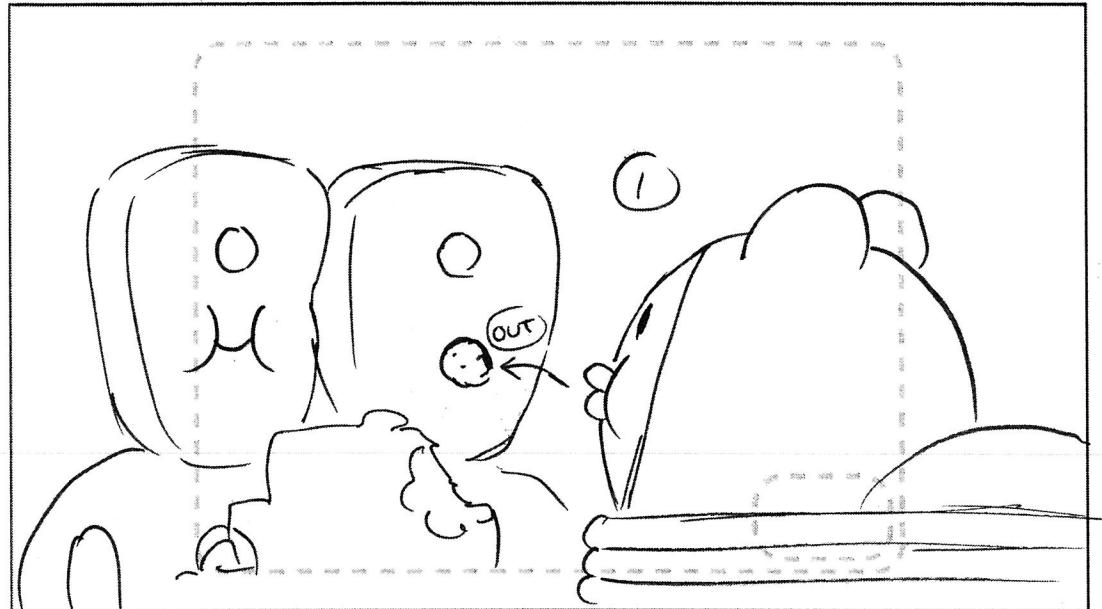
Sc. 157

Pnl.

G

Bg.

day night



Dialog:

[reuse]

Action:



Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



183

Page _____

Sc.

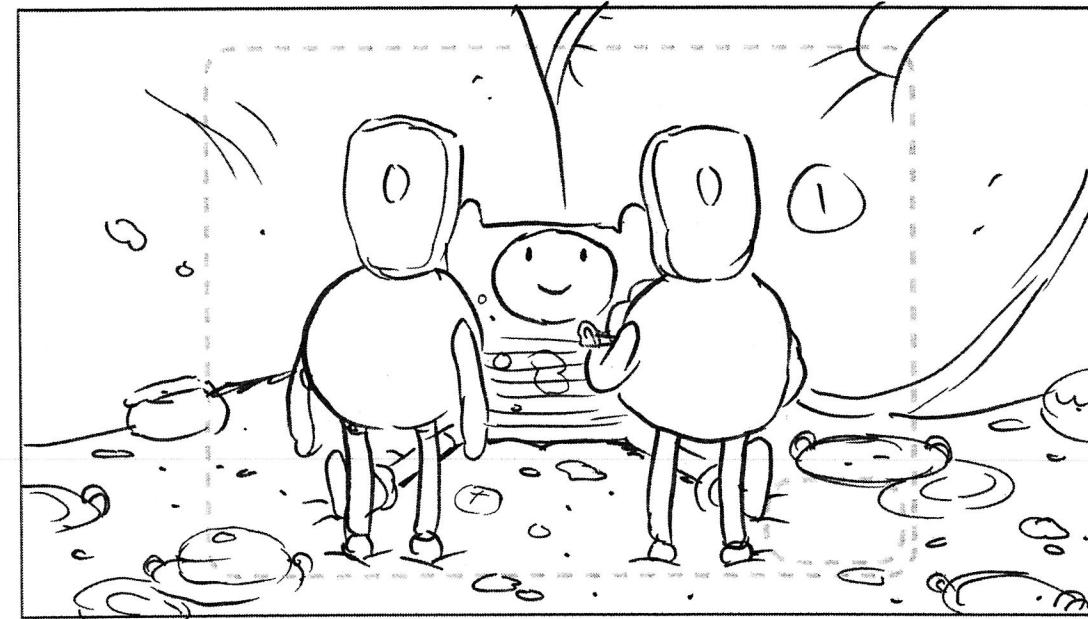
158

Pnl.

A

Bg.

day night



Sc.

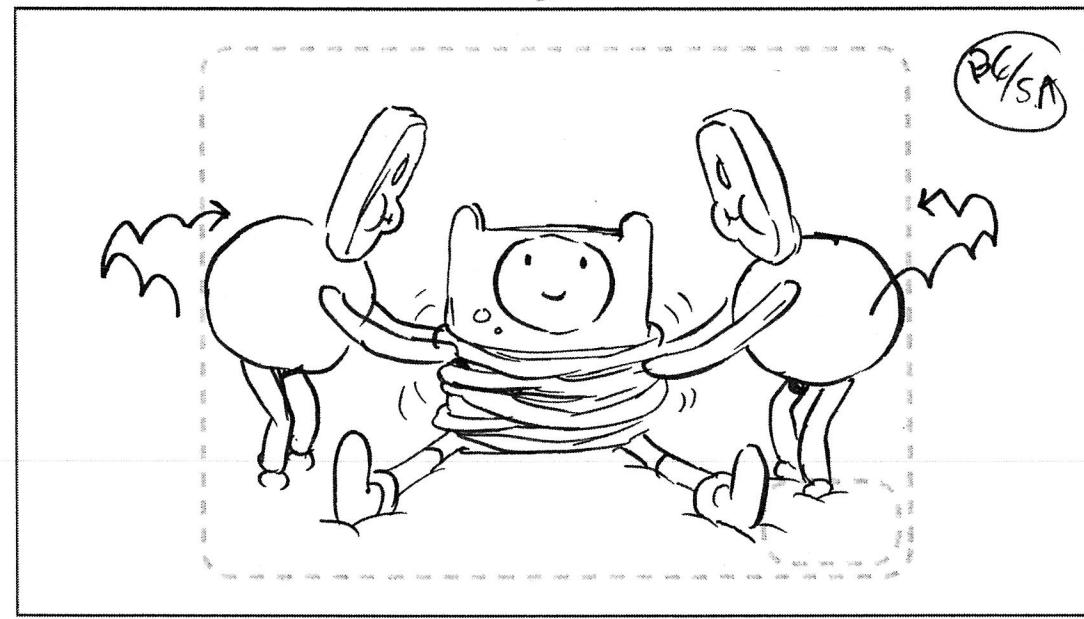
158

Pnl.

B

Bg.

day night

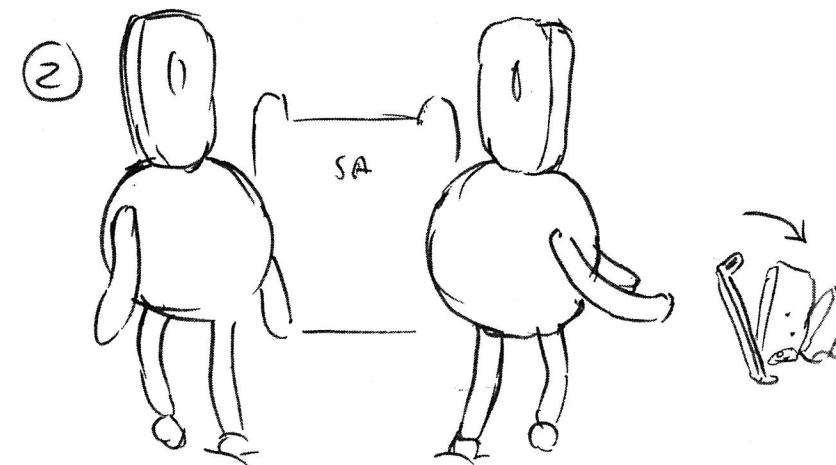


Dialog:

[reuse]

Action:

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



184

Page _____

Sc.

158

Pnl.

C

Bg.

day night

Sc.

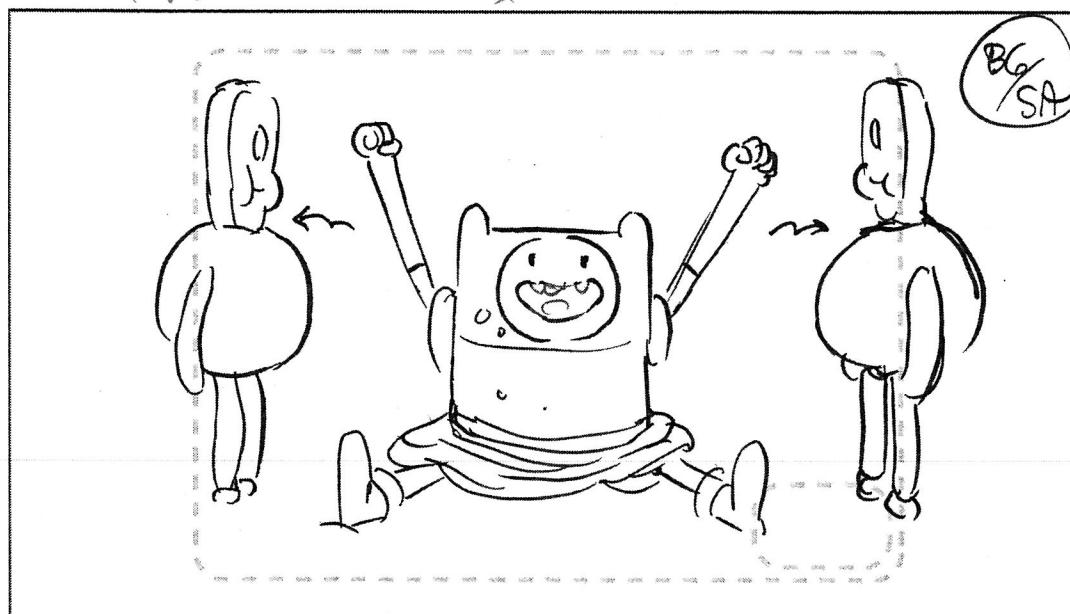
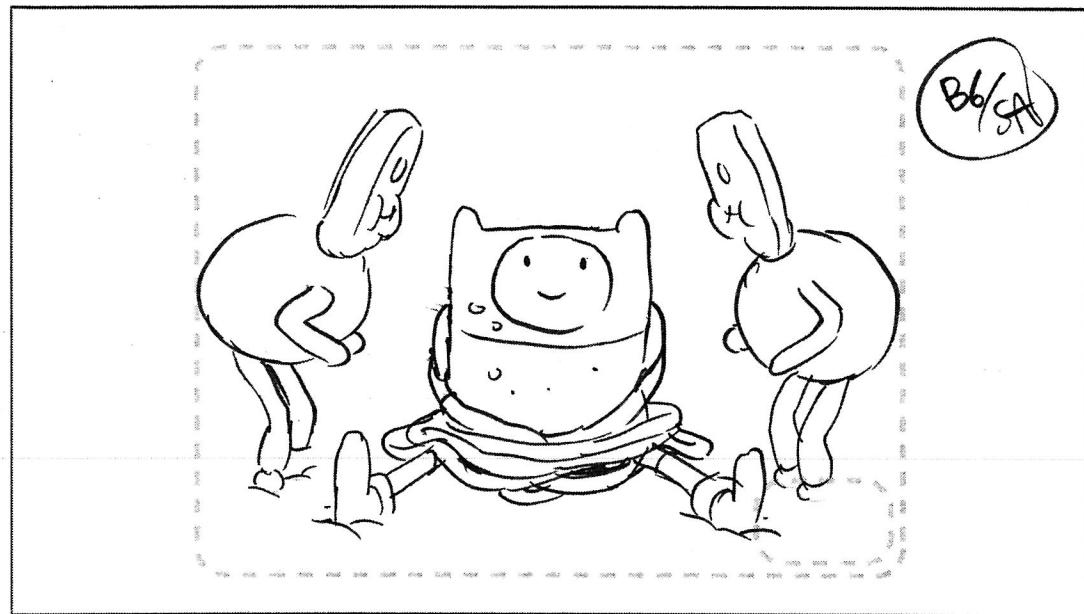
158

Pnl.

D

Bg.

day night



Dialog:

[reuse]

(FINN:) Haha! (triumphant)

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc. 158

Pnl. E

Bg.

day night

Sc.

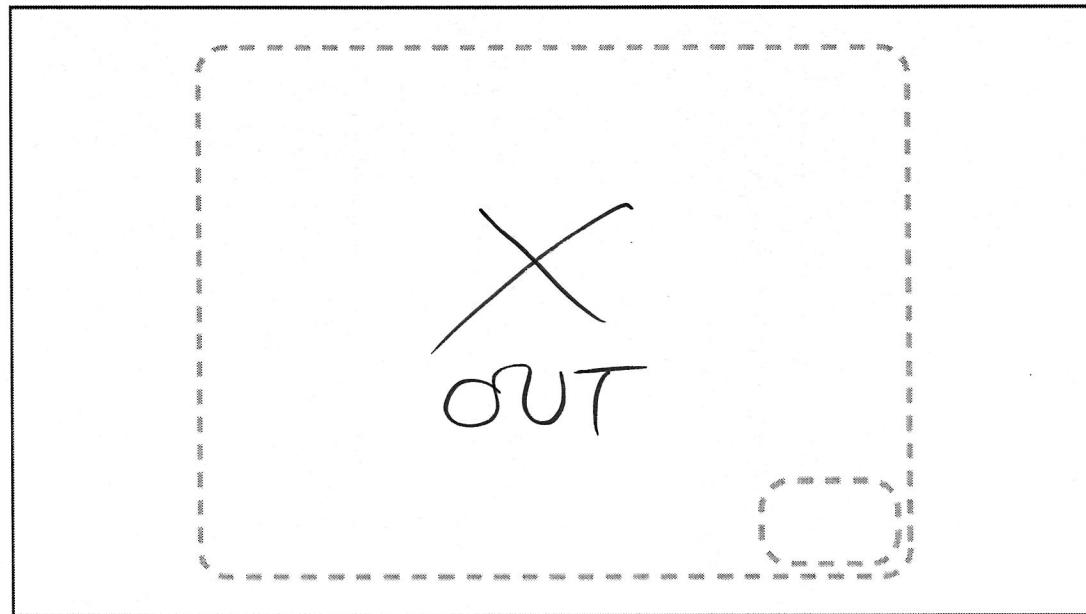
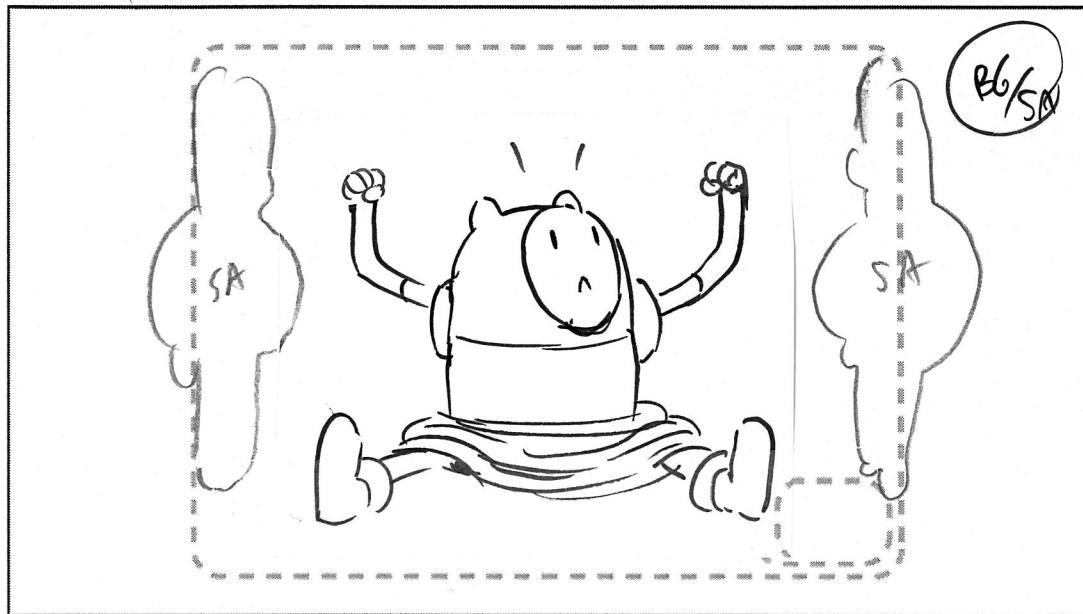
Pnl.

Bg.

day night

185

Page _____



Dialog:

KING HAISE (os.) WHUT THE!!??

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 186

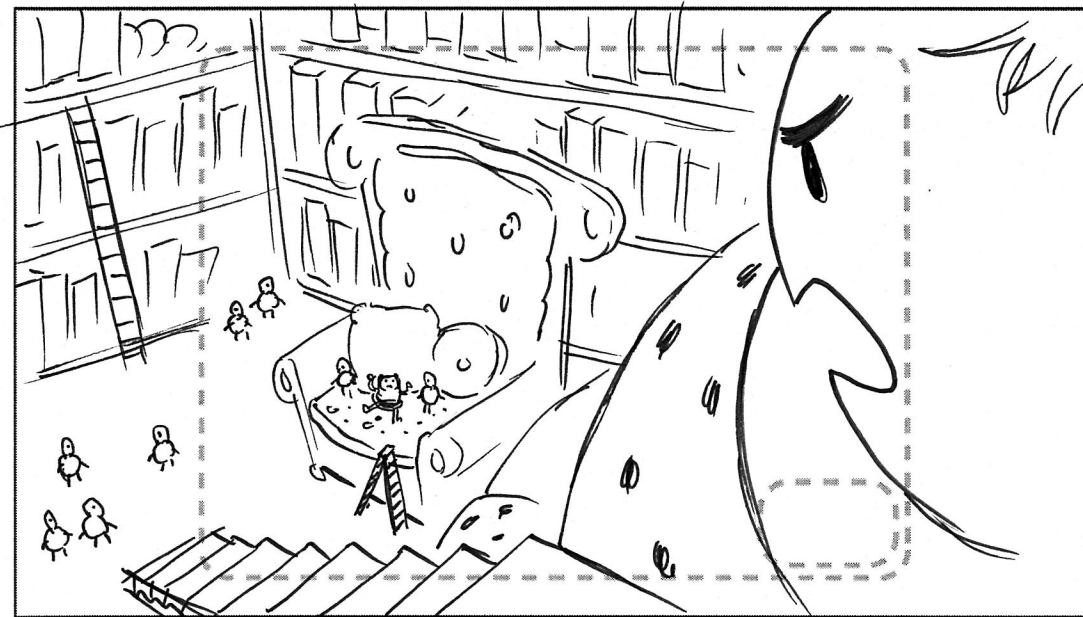
Sc.

159

Pnl. A

Bg.

day night



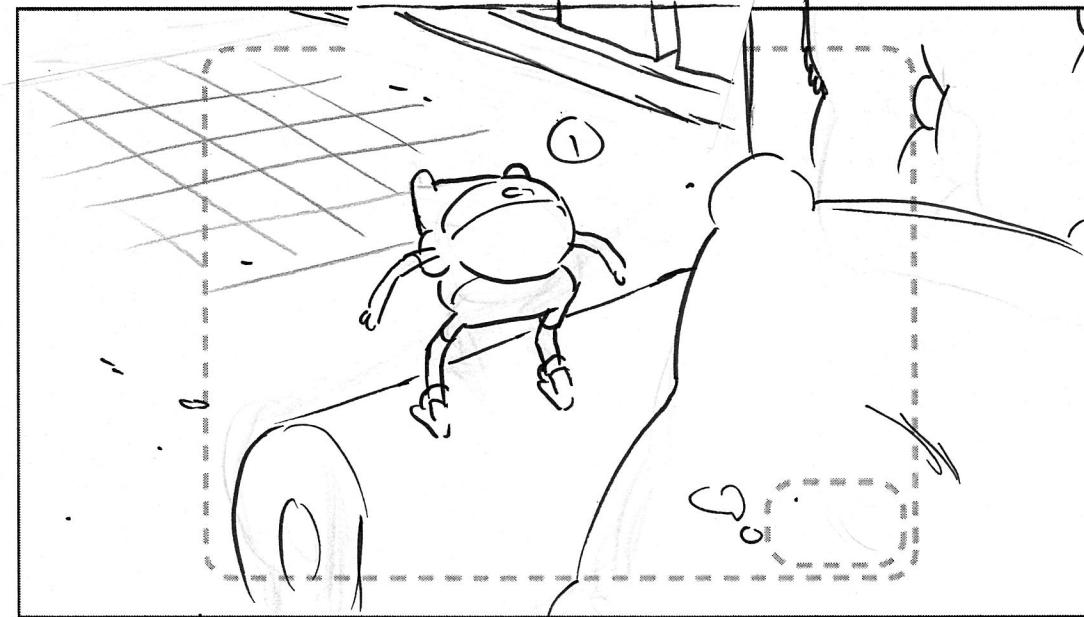
Sc.

160

Pnl. A

Bg.

day night



1025-193

EPISODE #

Dialog:

(KH) FOOD BOY! SEIZE THE CHILD! → (KH) → (HEY! (2)

Action:



Timing:



Production :

ADVENTURE TIME



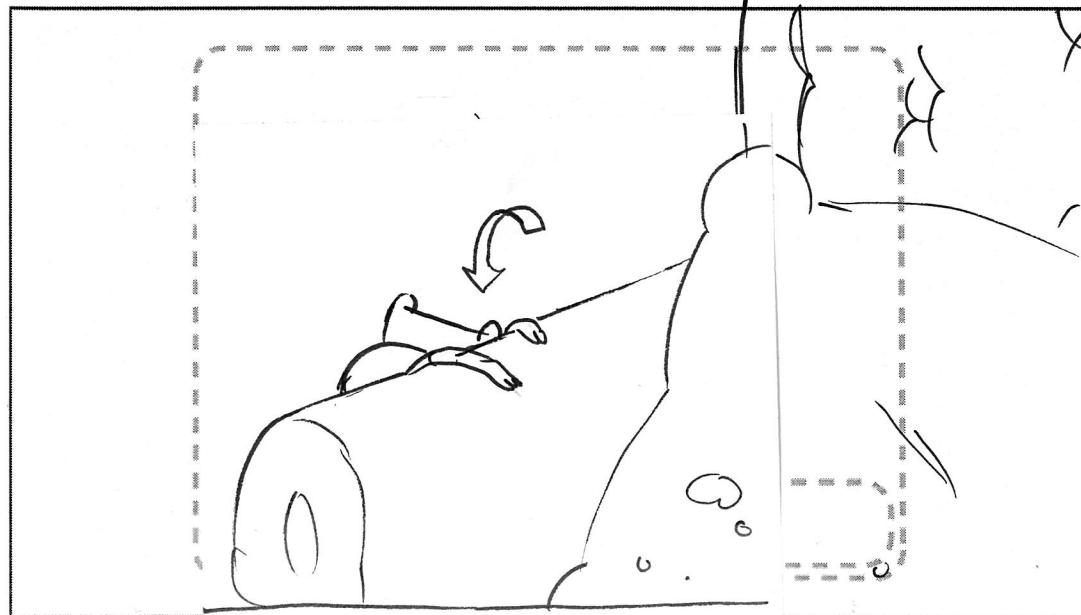
Page 187

Sc. 160

Pnl. B

Bg.

day night

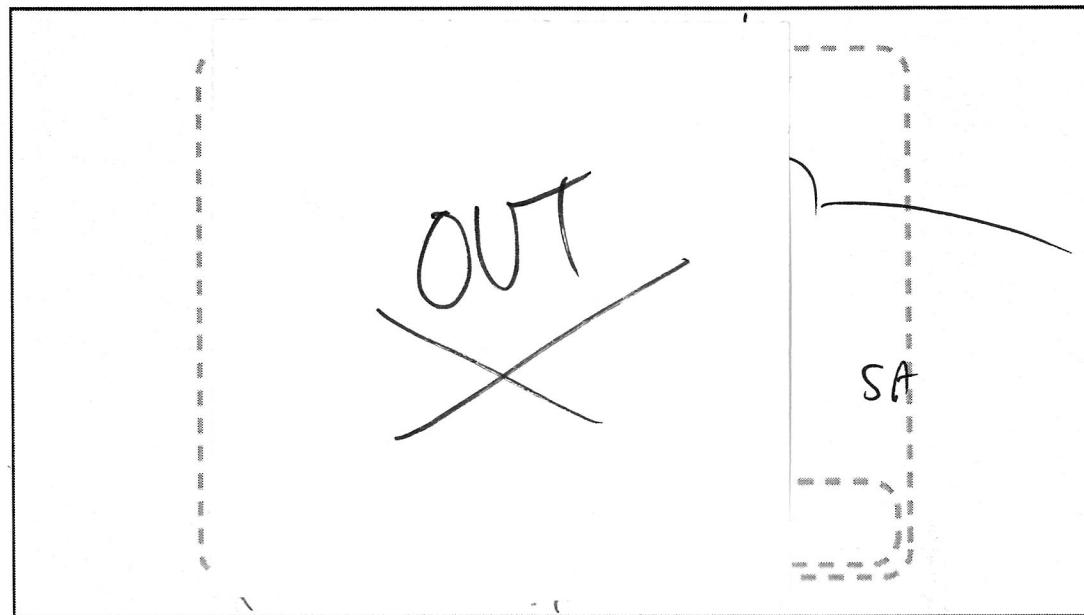


Sc.

Pnl.

Bg.

day night



Dialog:

(KH)os GET BACK HERE!

Action:

King starts speaking while Finn is in mid-climb

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



188

Page _____

Sc.

161

Pnl.

A

Bg.

day night

Sc.

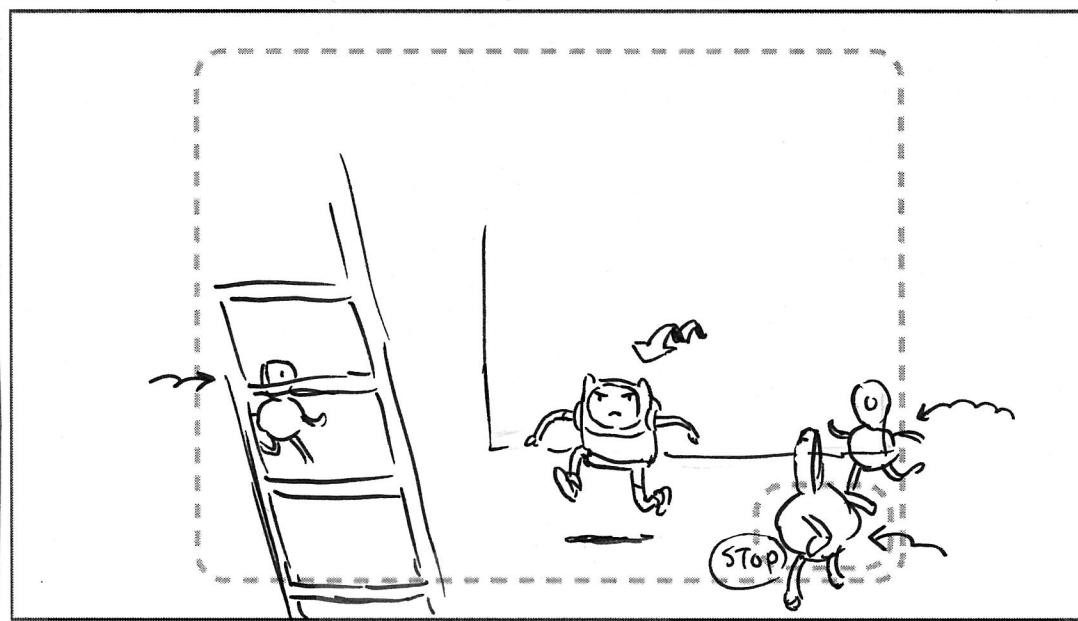
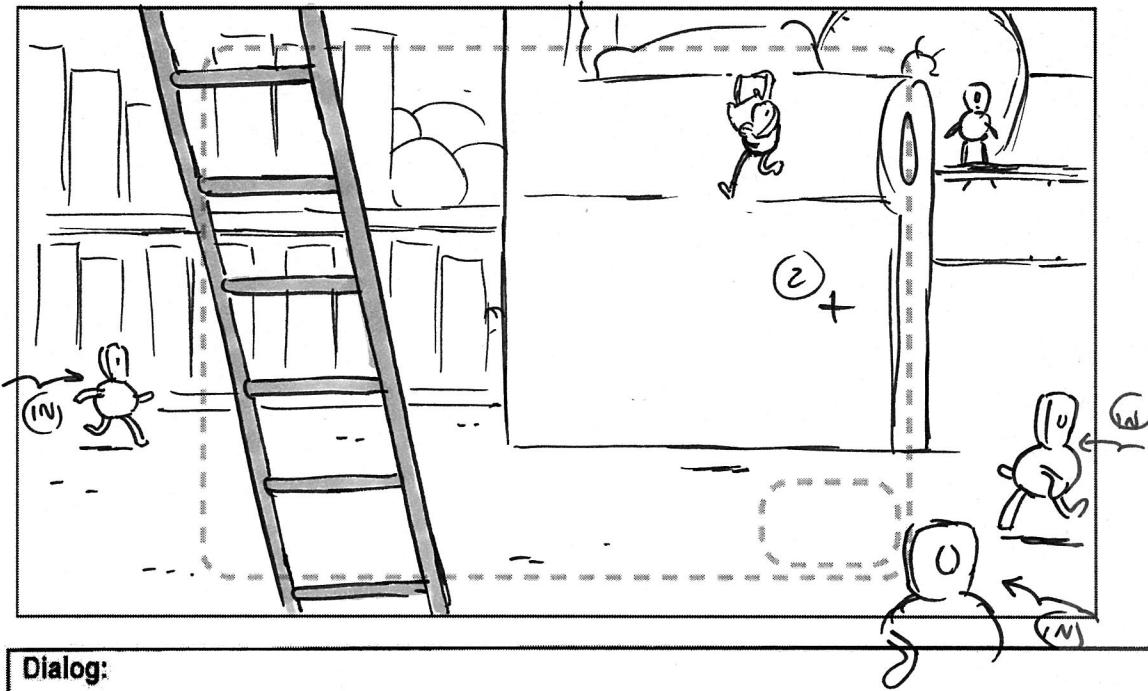
161

Pnl.

B

Bg.

day night



Dialog:

KH OS Finn!? FINN!?

- Finn splayes his legs a bit, then leaps down.
His legs slip out when they hit the ground, so he hits
his butt.

Ac



Tl

EPISODE #

Production :

1025-142

ADVENTURE TIME



Page 189

Sc.

161

Pnl.

C

Bg.

day night

Sc.

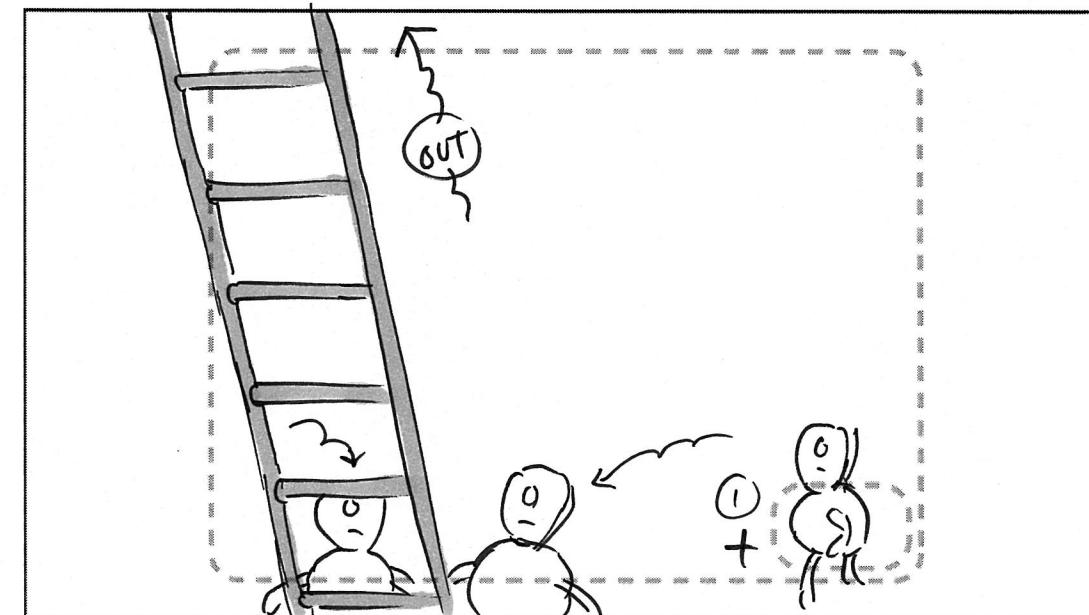
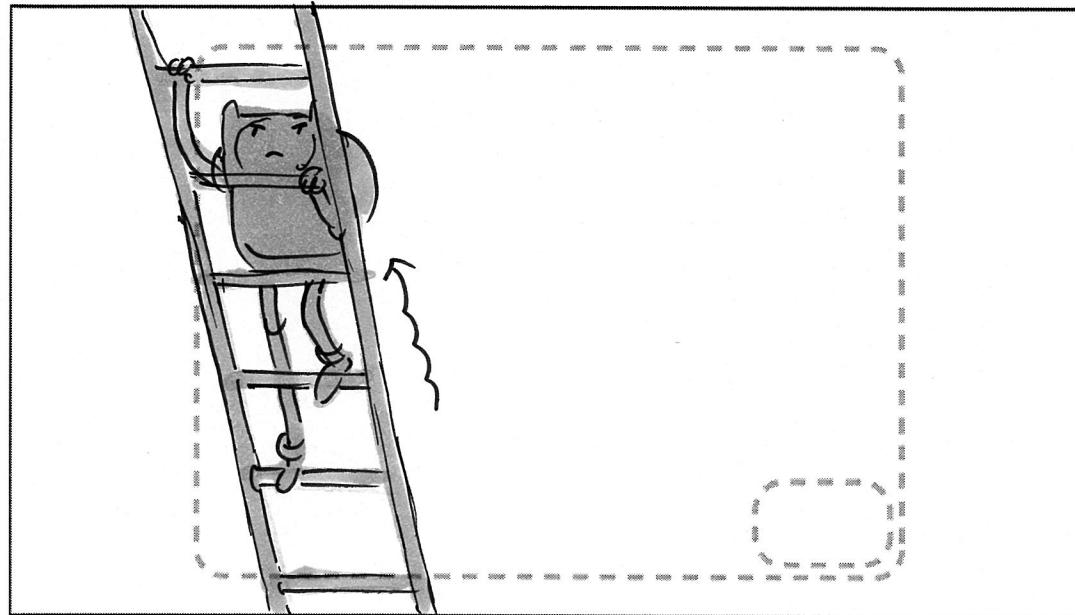
161

Pnl.

D

Bg.

day night



Dialog:

Action:

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 190

Sc.

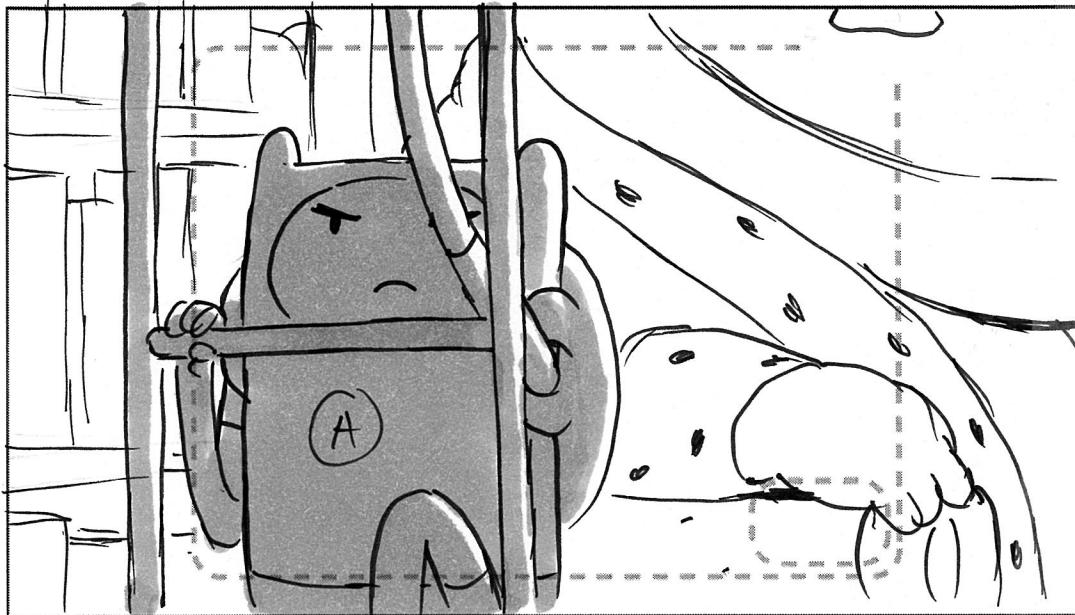
162

Pnl.

A

Bg.

day night



Sc.

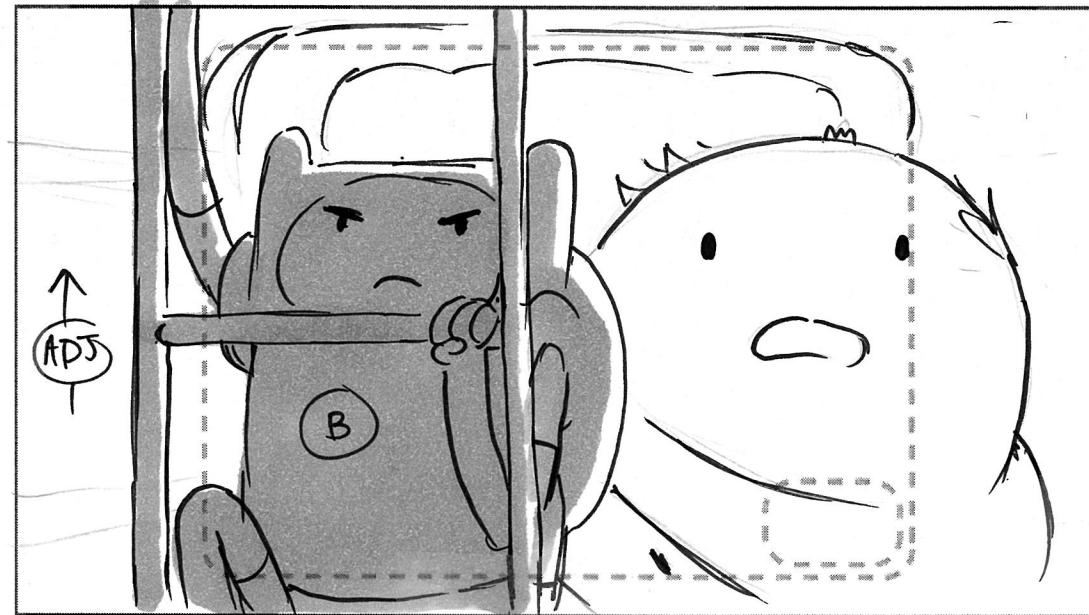
162

Pnl.

B

Bg.

day night



Dialog:

(KH) There's nowhere to run Finn - You know you'll never escape!

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 191

Sc.

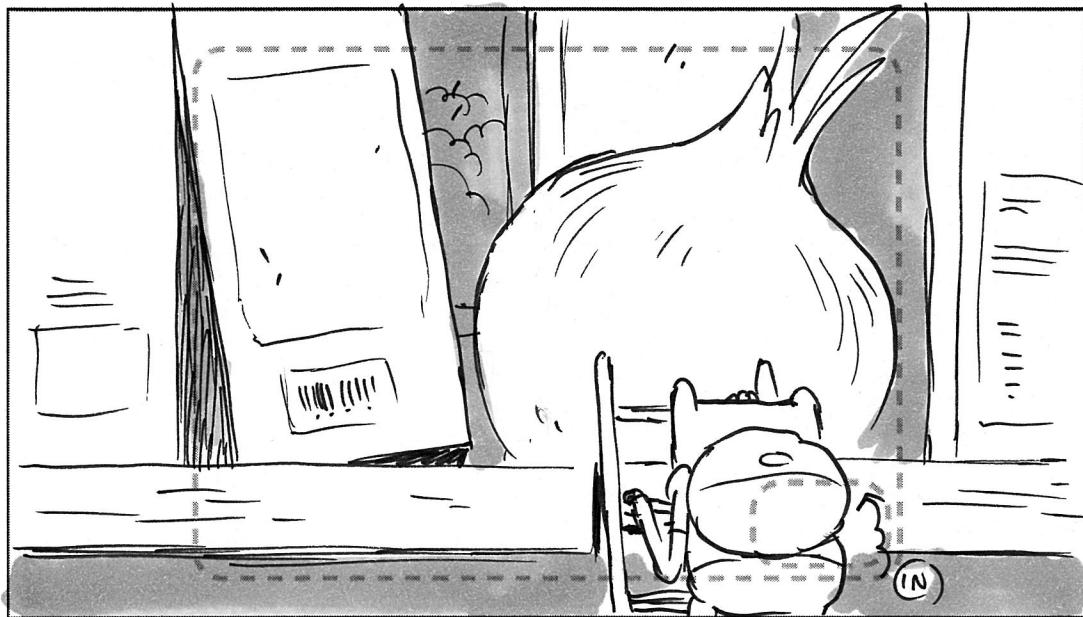
163

Pnl.

A

Bg.

day night



Sc.

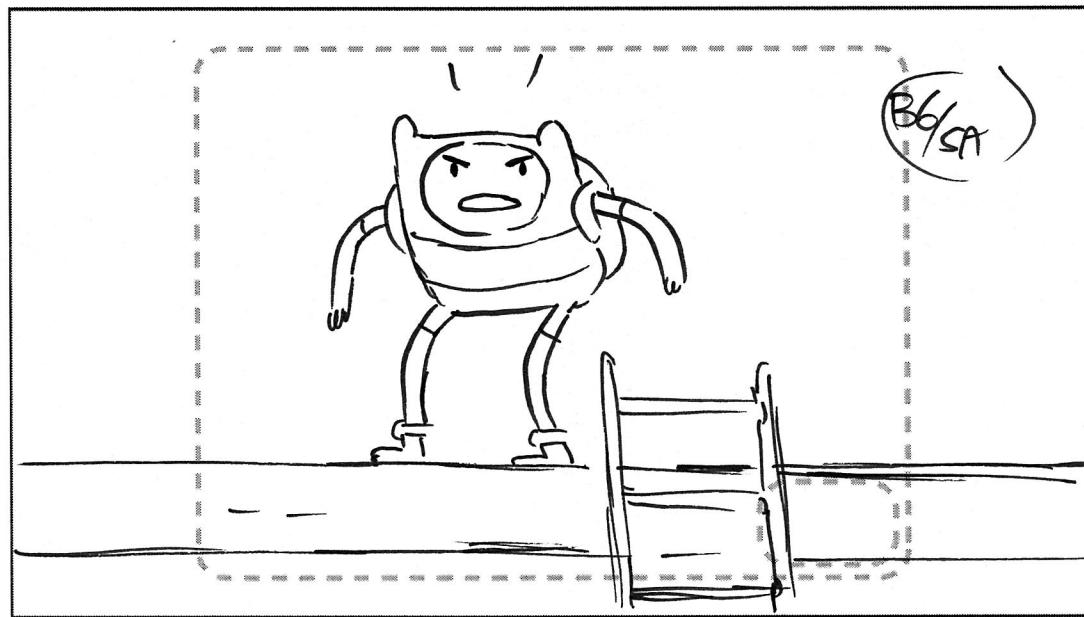
163

Pnl.

B

Bg.

day night



Dialog:

(F:) I'm not trying to escape anymore!

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 192

Sc.

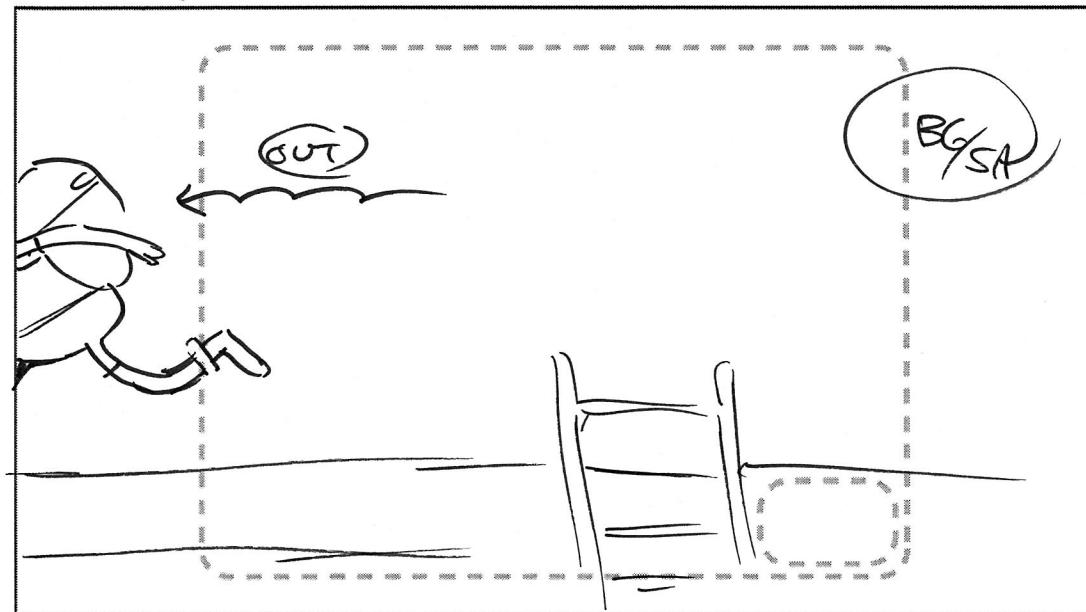
(63)

Pnl.

C

Bg.

day night



Sc.

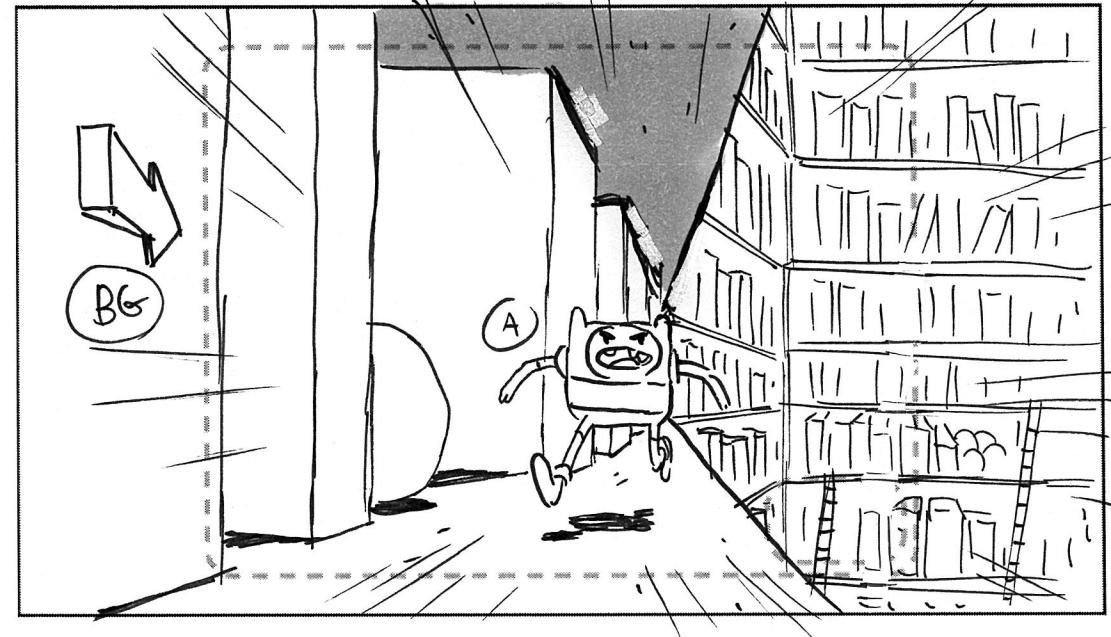
164

Pnl.

A

Bg.

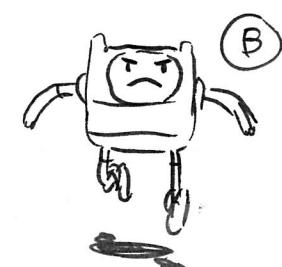
day night



Dialog:

(F:) I'M GONNA MURDER YOUR
STUPID CLOCK YOU PSYCHO !

Action:



Timing:

EPISODE #

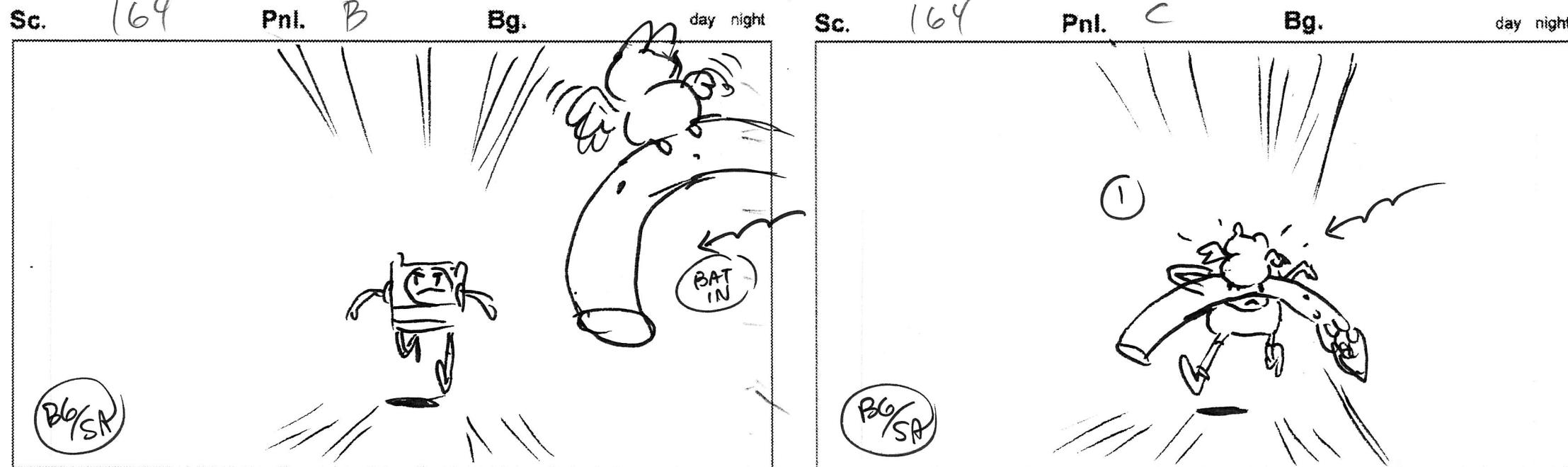
Production :

1025-193

ADVENTURE TIME



Page 193



Dialog:

(F) Pptuew!

Action: - Chandelier bat quickly flies into shot
- and bumps into Finn's face. Finn,
focused on his goal, impatiently shoves
bat away.

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 194

Sc.

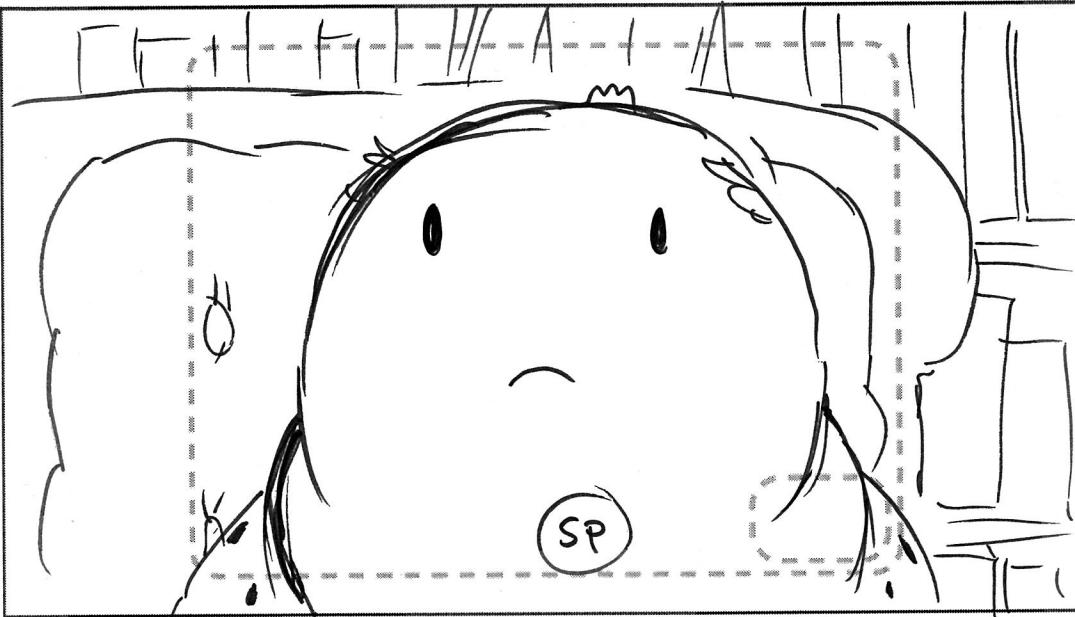
165

Pnl.

A

Bg.

day night



Sc.

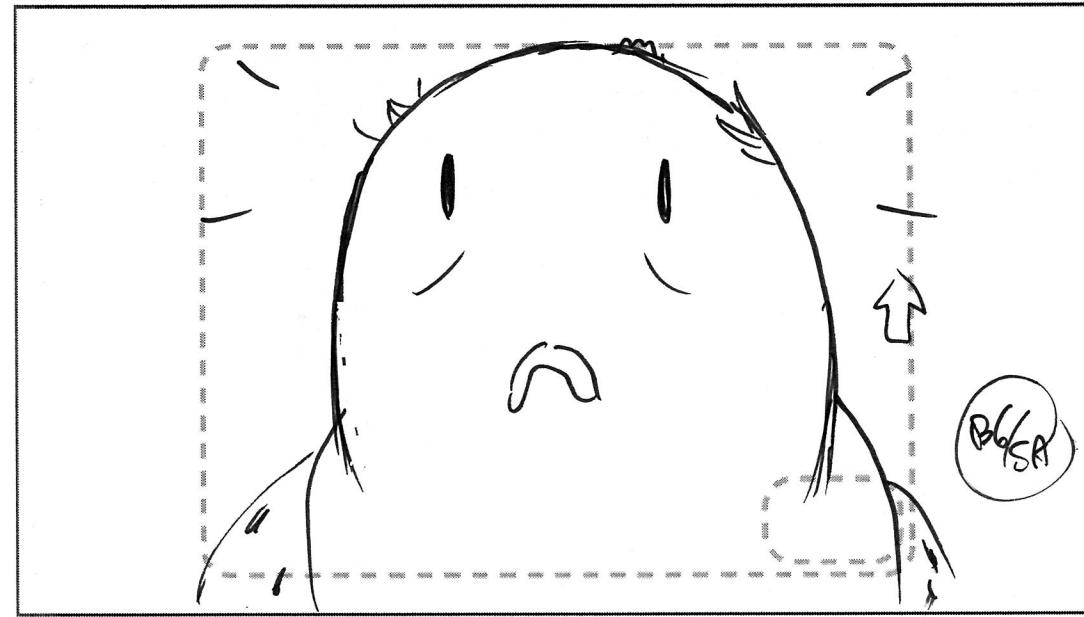
165

Pnl.

B

Bg.

day night



Dialog:

(K+H) BWAHH ?!!?
NO !!

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 195

Sc.

165

Pnl.

C

Bg.

day night

Sc.

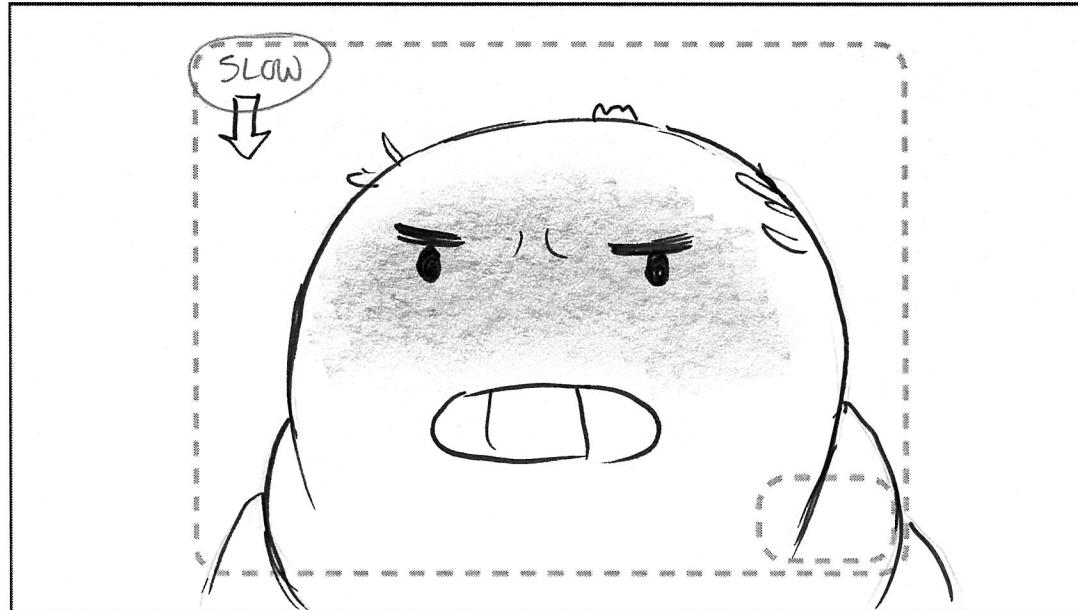
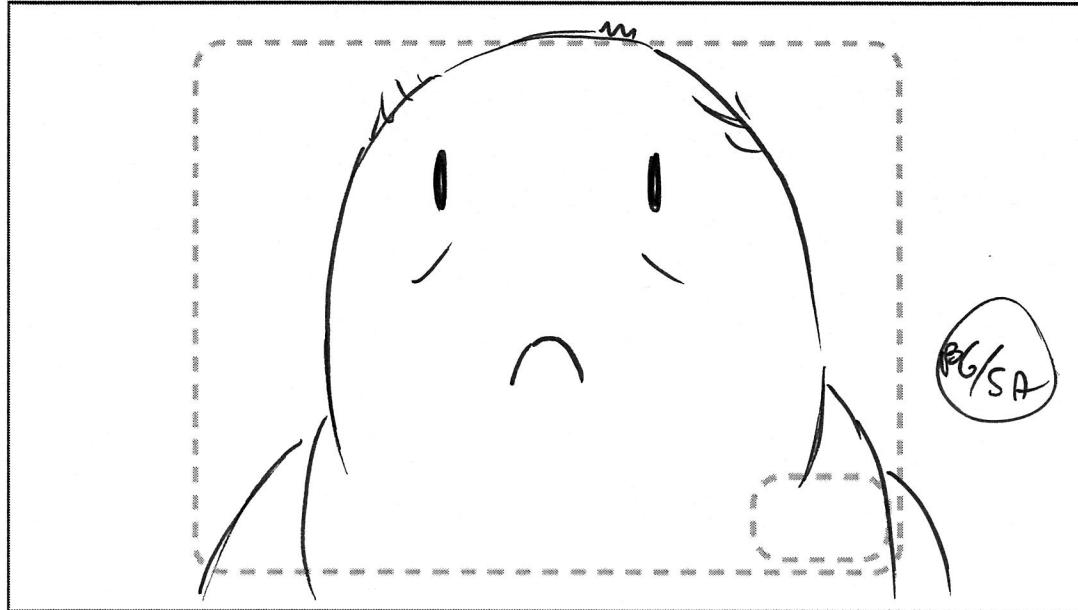
165

Pnl.

P

Bg.

day night



Dialog:

FINN OS

YUP!

KH

GHRRR R RR RR →

Action:

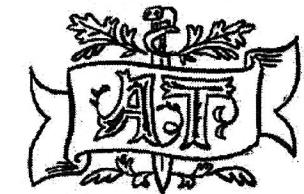
Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 196

Sc.

166

Pnl.

A

Bg.

day night

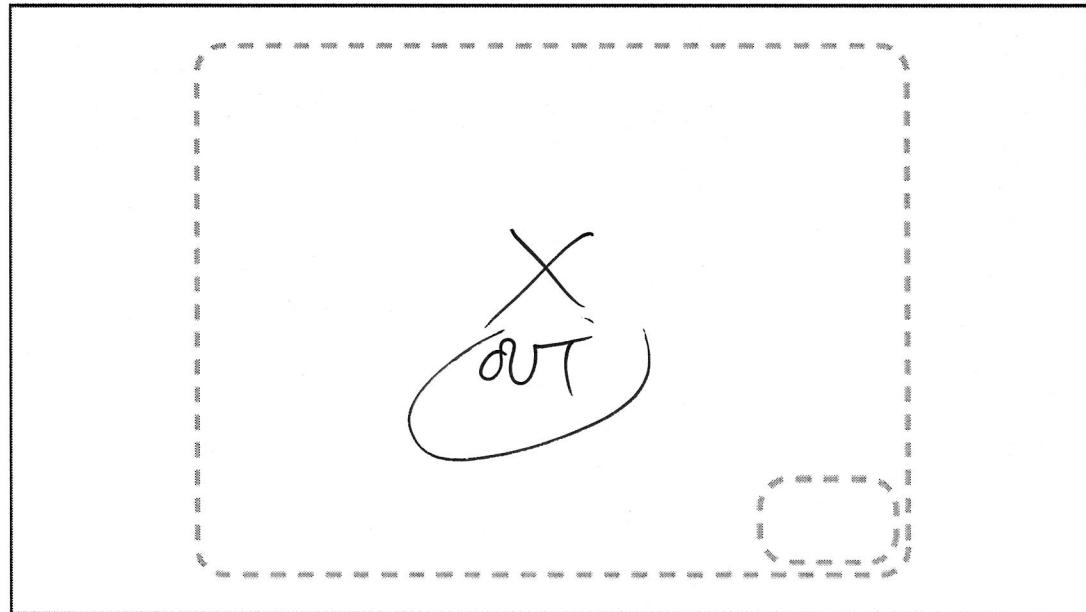


Sc.

Pnl.

Bg.

day night



Dialog: (KH) → RRRRRRRRRRRRRRRRrrr

Action: (2) King Hugue struggling to stand.

Timing:

EPISODE #

Production :

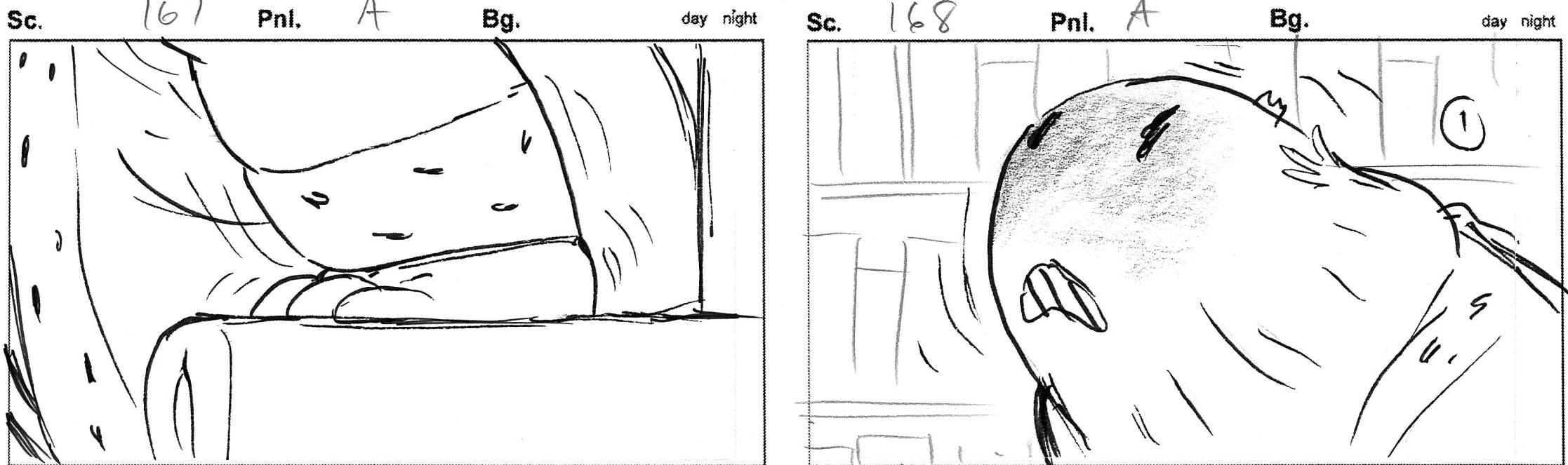
1025-193

ADVENTURE TIME



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Page _____



EPISODE #

1025-193

Dialog:

(KH) RRRRR

(KH) GNNYYHHH!! →

Action:

- King struggles to stand.

Timing:

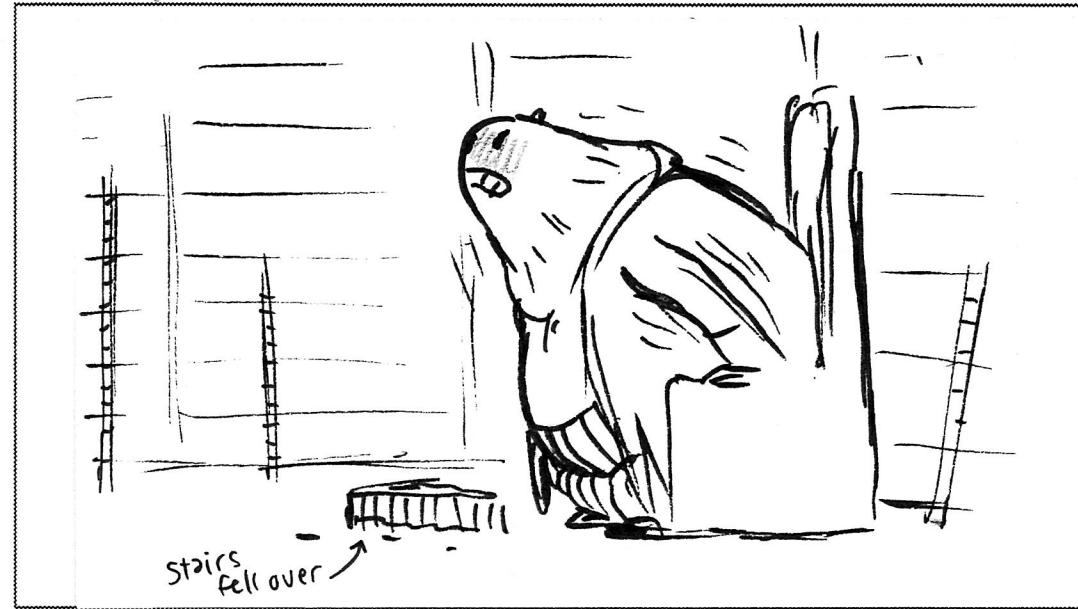
Production :

ADVENTURE TIME

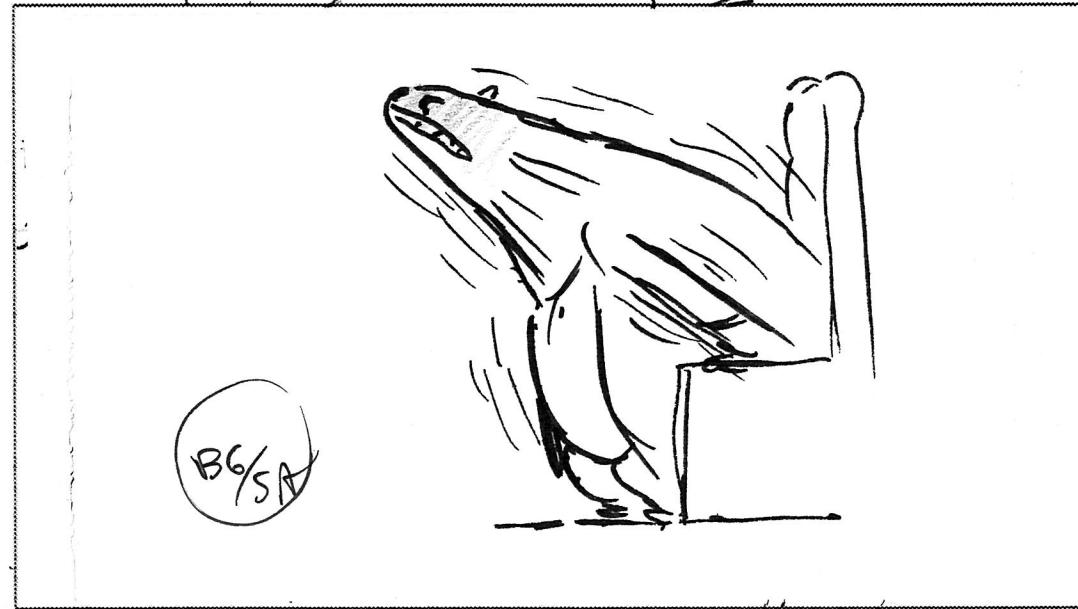


Page 198

Sc. 169 Pnl. A Bg. day night



Sc. 169 Pnl. B Bg. day night



Dialog:

(KH) NYYYYYHHUUNNNNGHHHH... NYHHHH

Action:

- Struggling to stand, King Hugue stretches his neck forward.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 199

Sc. 169

Pnl. C

Bg.

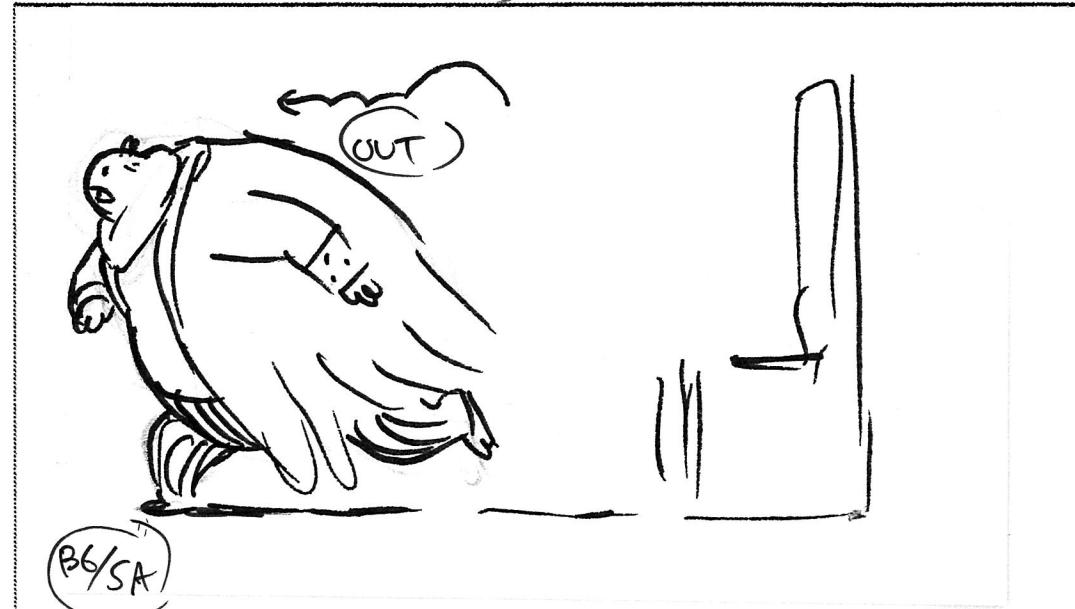
day night

Sc. 169

Pnl. D

Bg.

day night



Dialog:

(H) → NY * GRUNT *

* Heavy/exhausted running sounds *

Action:

Timing:

EPISODE #

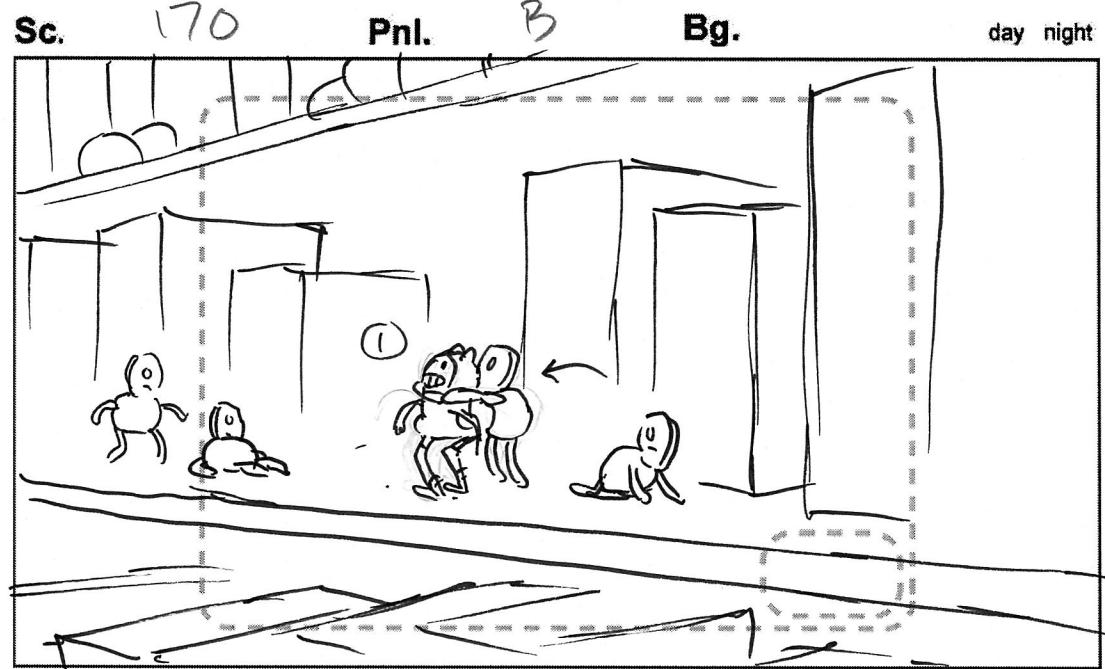
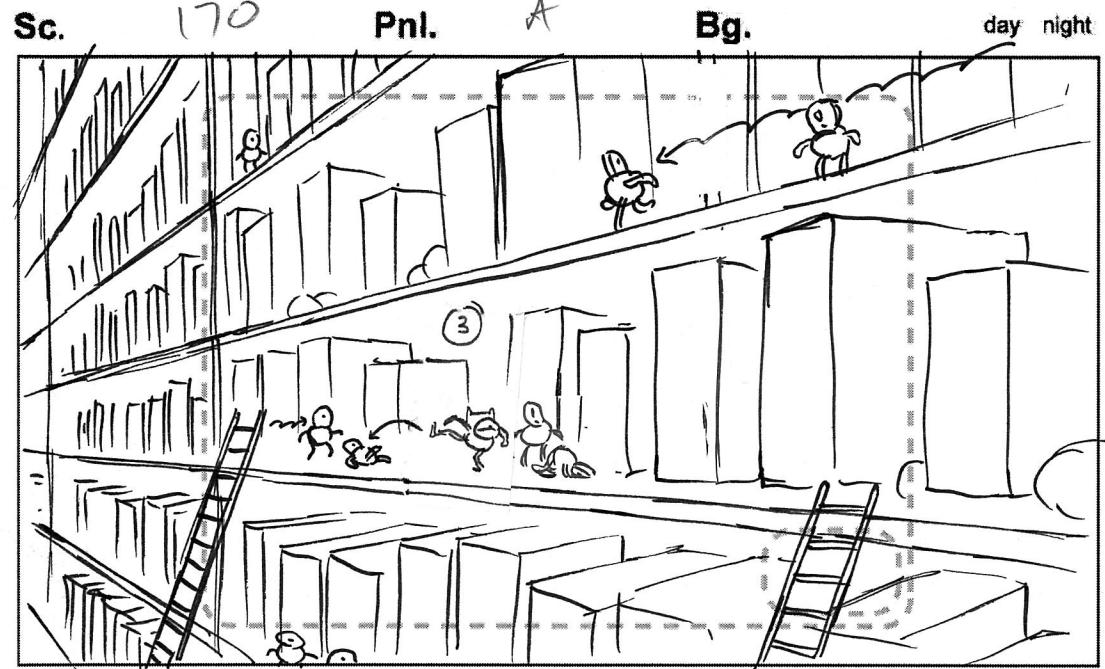
Production :

1025-193

ADVENTURE TIME

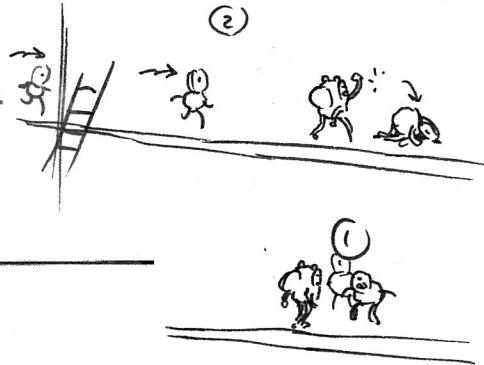


Page 200

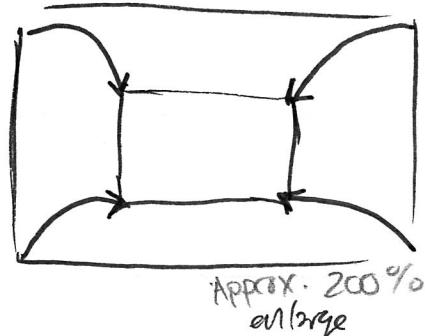


Dialog:

Finn kicks and punches food boys.



Timing:



- Food Boy chokes
Finn



EPISODE #

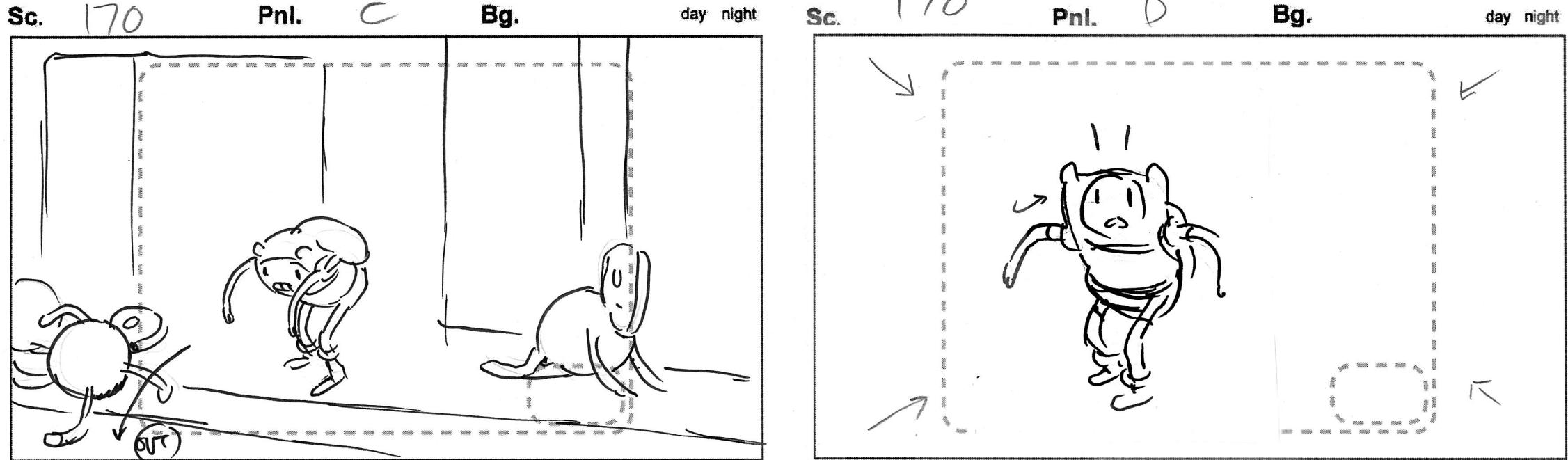
Production :

1025-193

ADVENTURE TIME

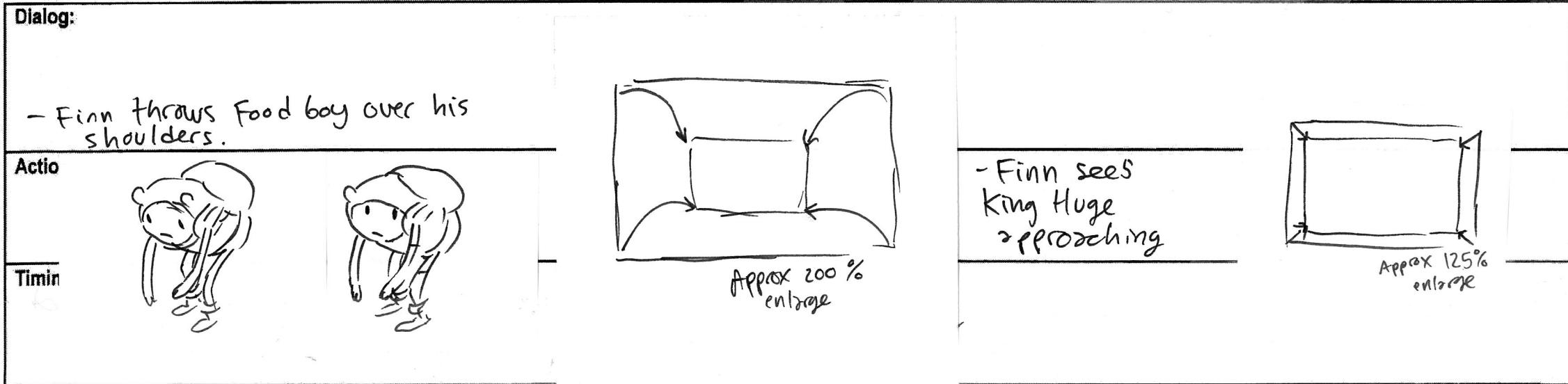


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EPISODE #

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ADVENTURE TIME



Page 202

Sc.

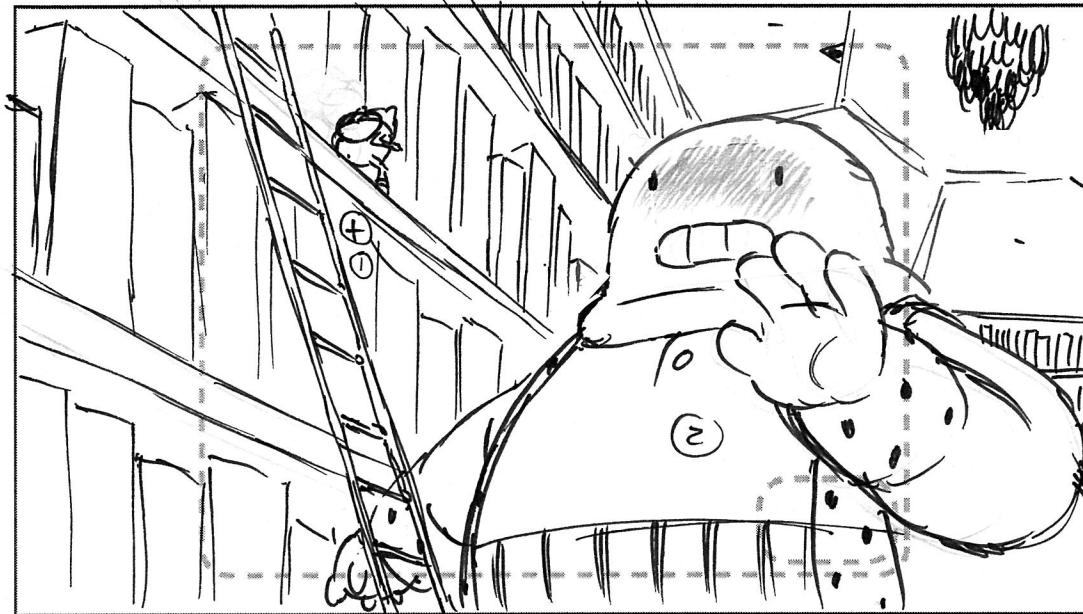
171

Pnl.

A

Bg.

day night



Sc.

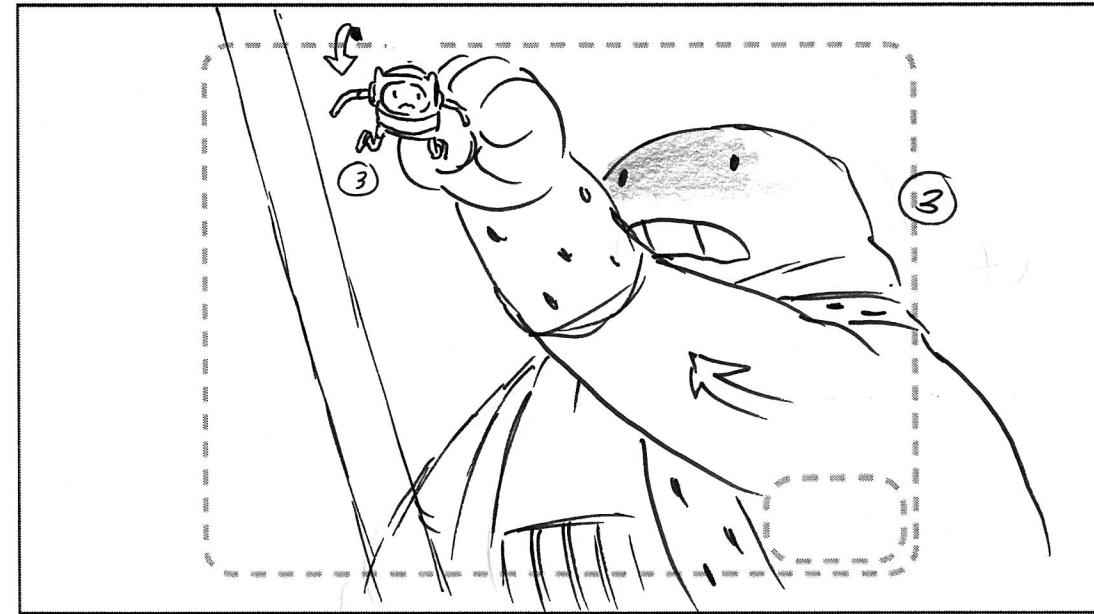
171

Pnl.

B

Bg.

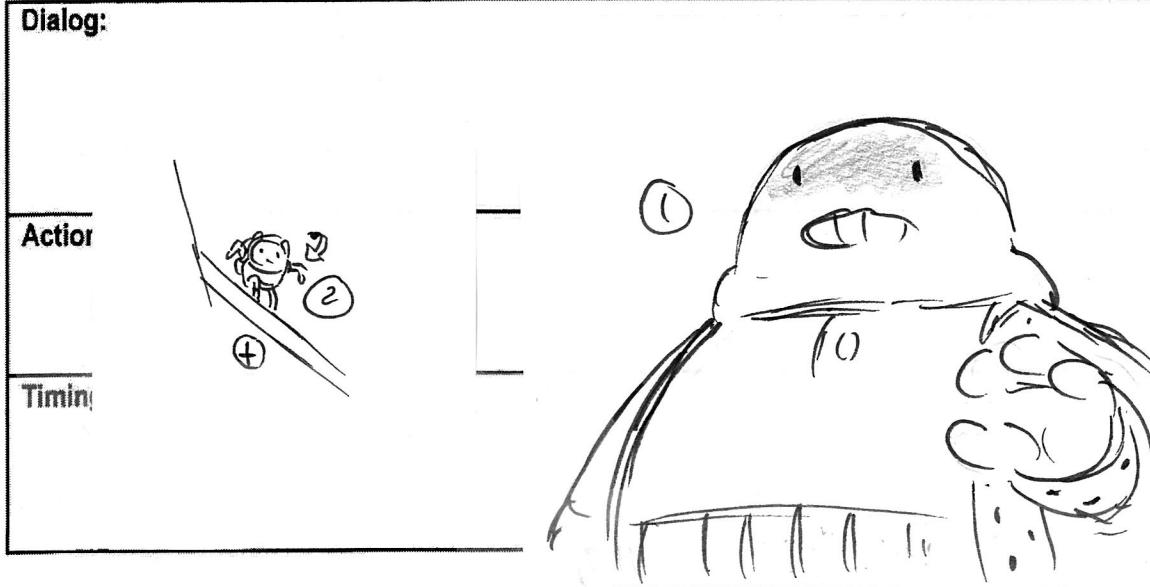
day night



Dialog:

Action

Timing



- Finn leaps from shelf, avoiding King's grasp.



EPISODE #

Production :

1025-193

ADVENTURE TIME



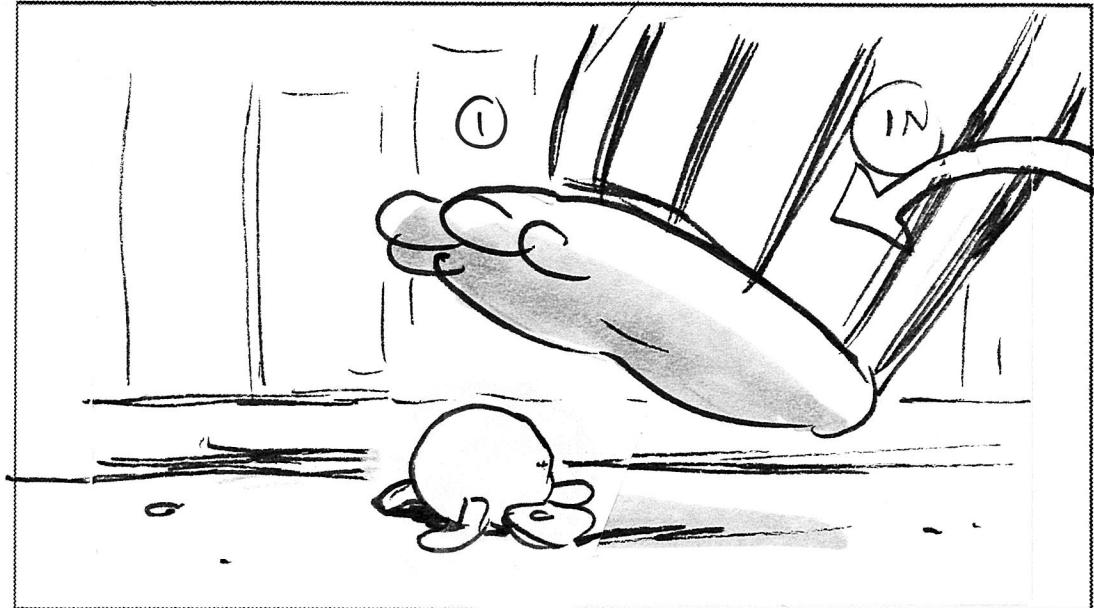
Page 1 203

Sc. 172

Pnl. A

Bg.

day night

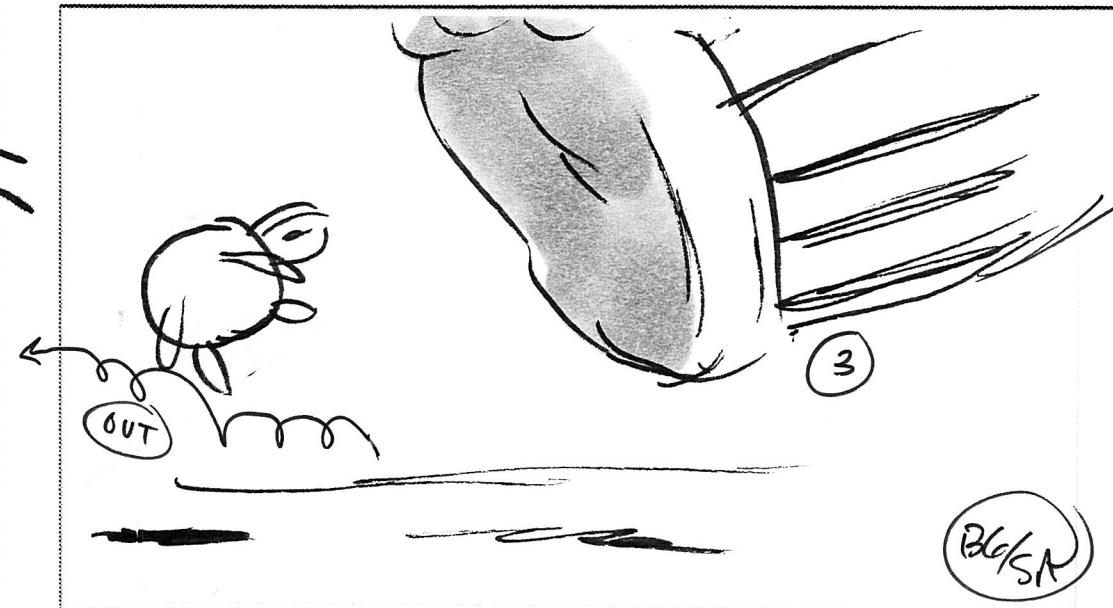


Sc. 172

Pnl. B

Bg.

day night



Dialog:

(KH) OS WHAA OOH →

Action:



Timing:

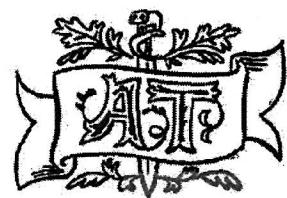
- King Huge slips on a food boy.

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 204

Sc.

173

Pnl. A

Bg.

day night

Sc.

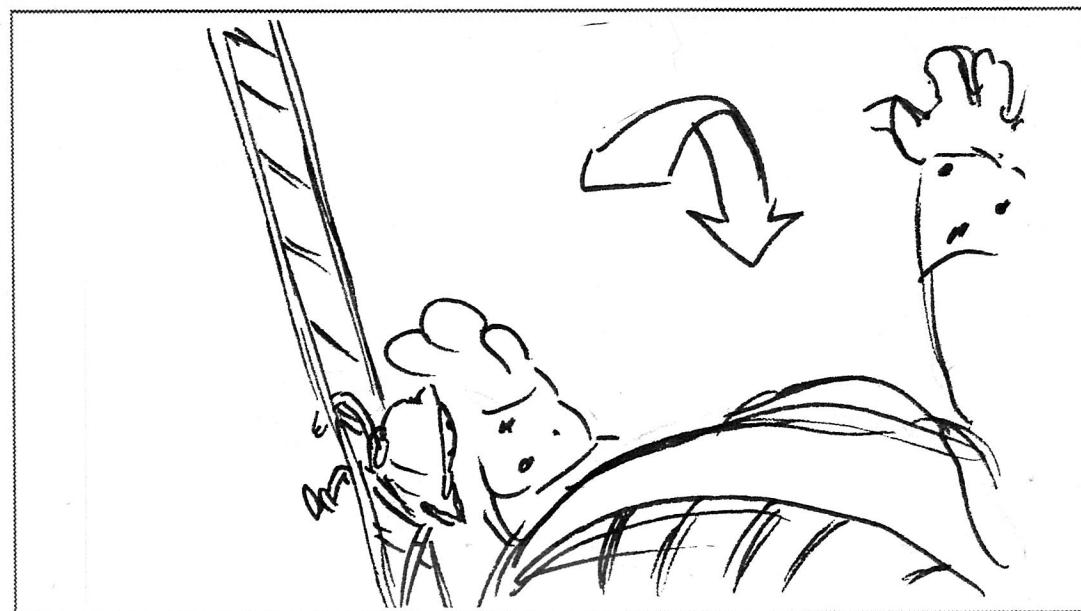
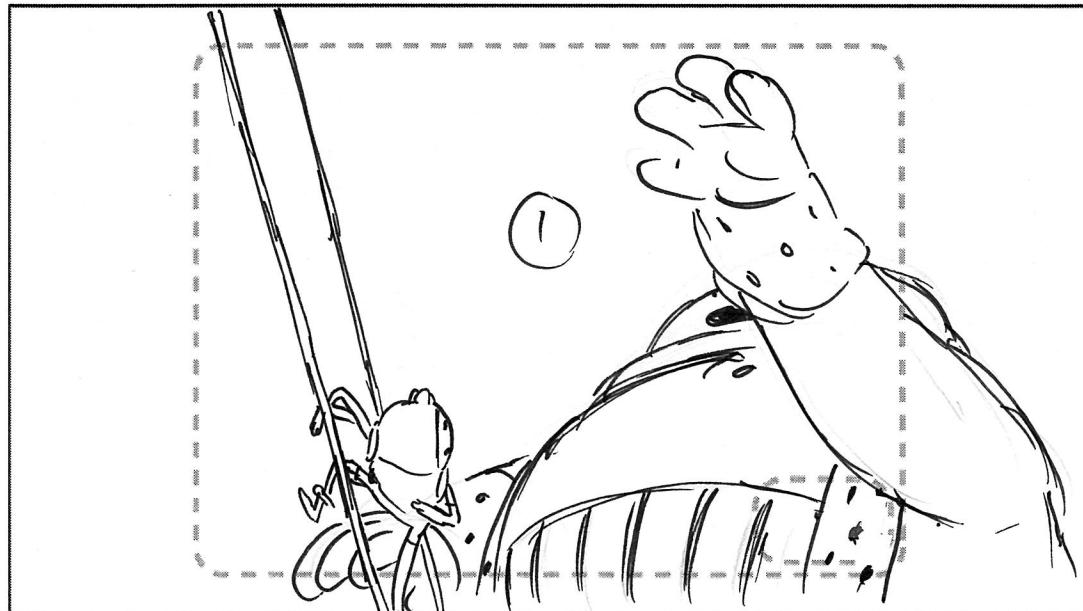
173

Pnl.

B

Bg.

day night



Dialog:

(Kh) YAAAHHHHHHH...

Action: -King Huge falls backward.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 205

Sc.

173

Pnl.

C

Bg.

day night

Sc.

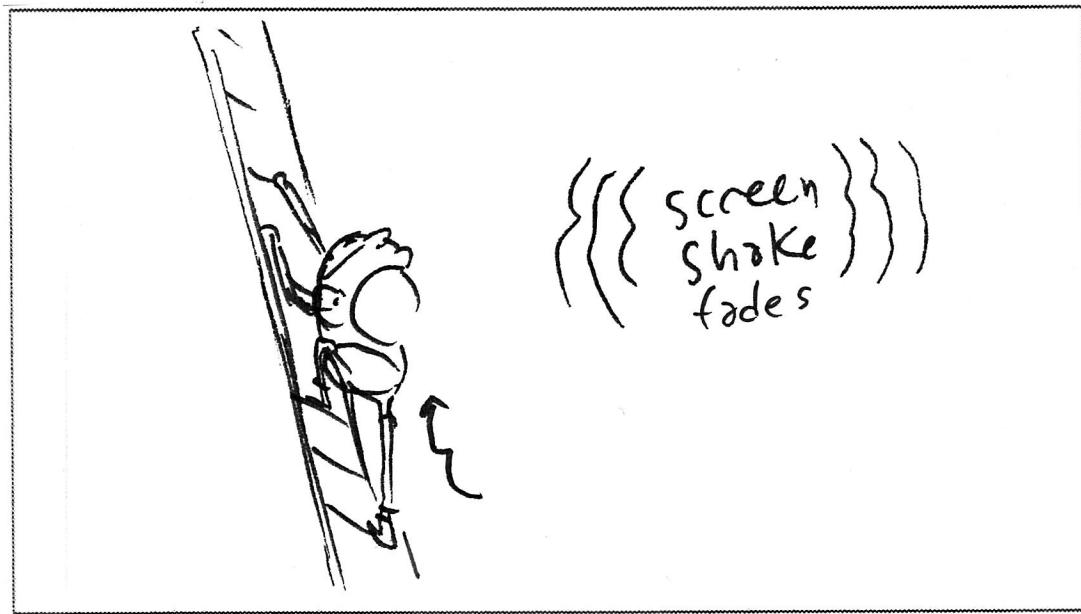
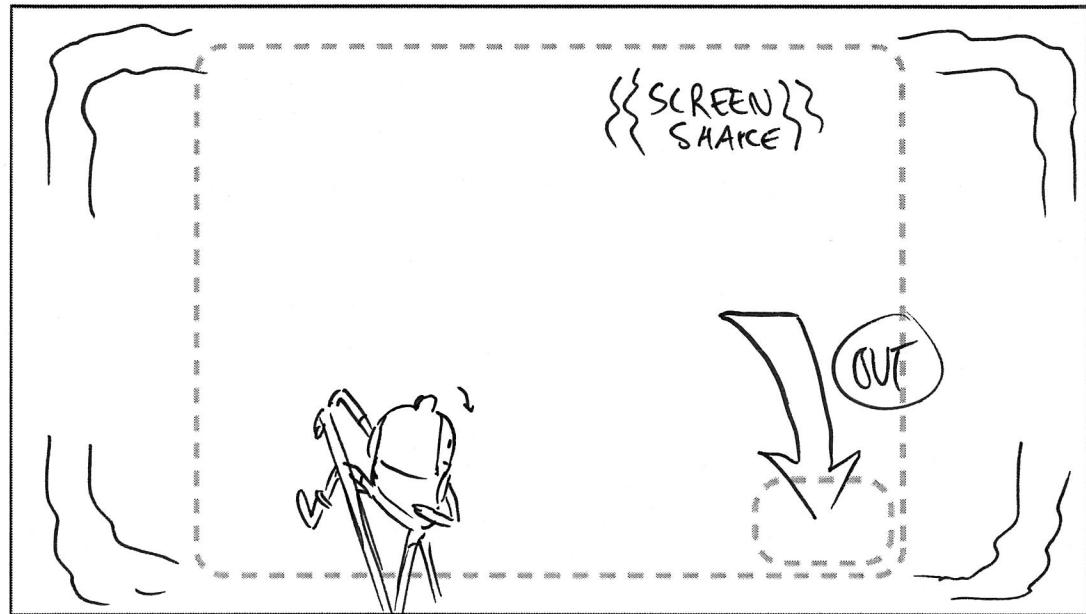
173

Pnl.

D

Bg.

day night



Dialog:

(KH) * impact groan *

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 206

Sc.

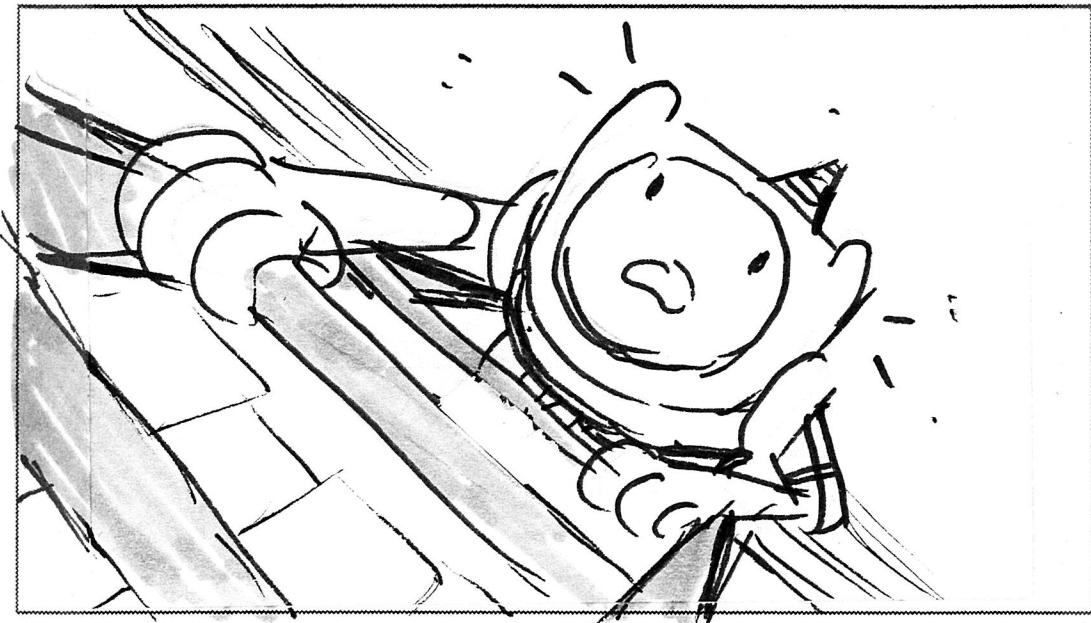
174

Pnl.

A

Bg.

day night



Sc.

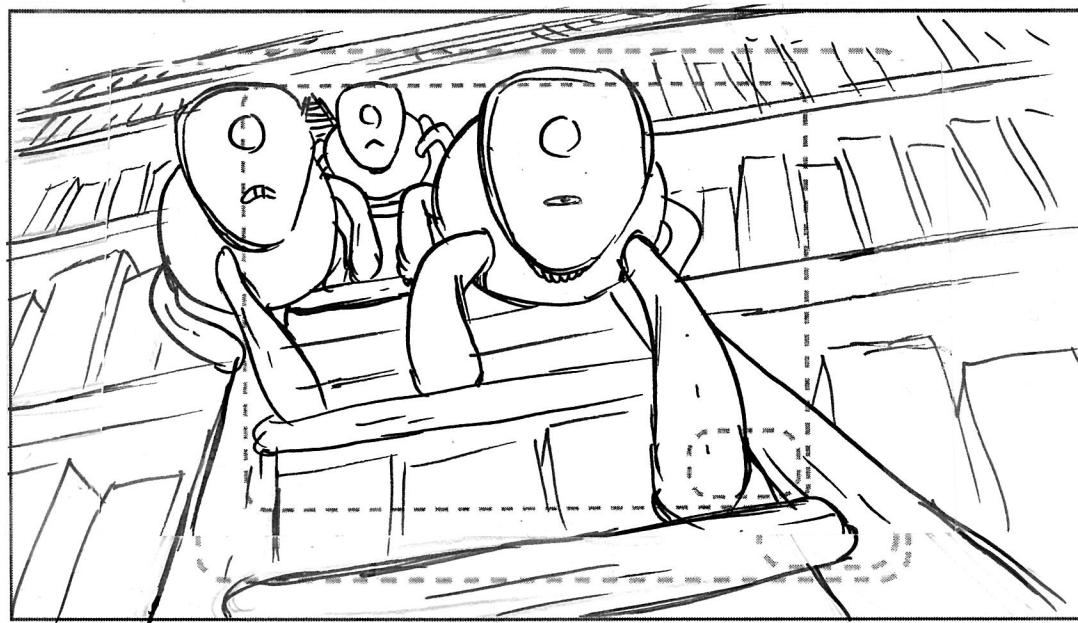
175

Pnl.

A

Bg.

day night



Dialog:

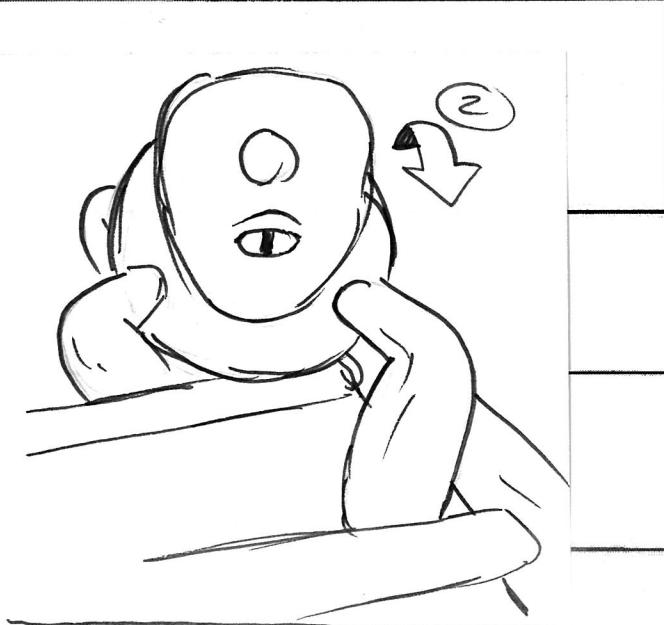
(F:) * GASP *

Fo^{od} BOY: * HISS! *

Action:

- Food boy lunges at Finn
and hisses.

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



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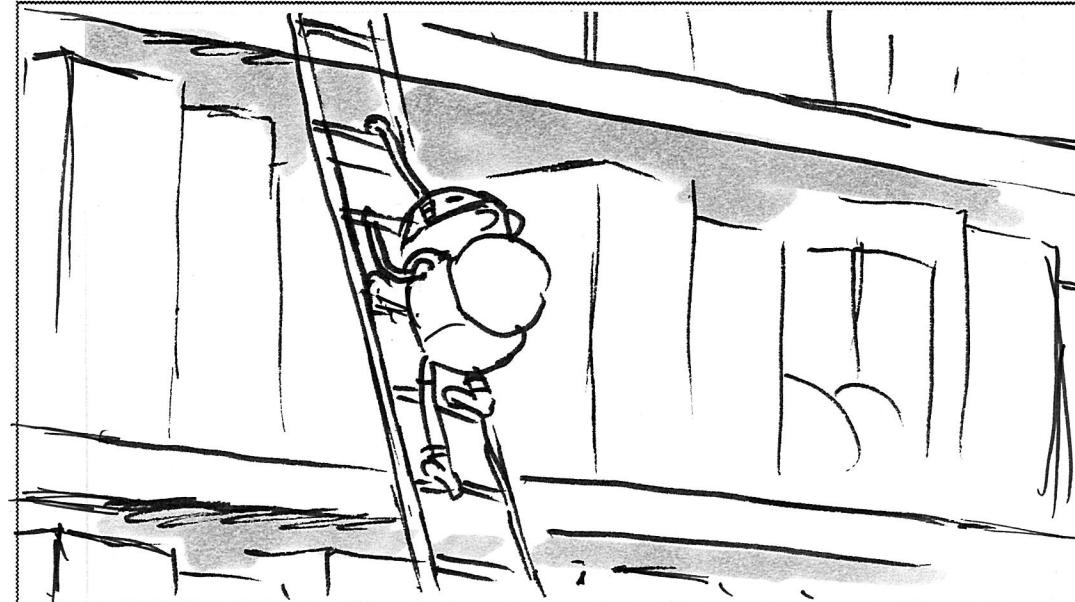
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Sc. 176

Pnl. A

Bg.

day night



Sc. 176

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1025-193

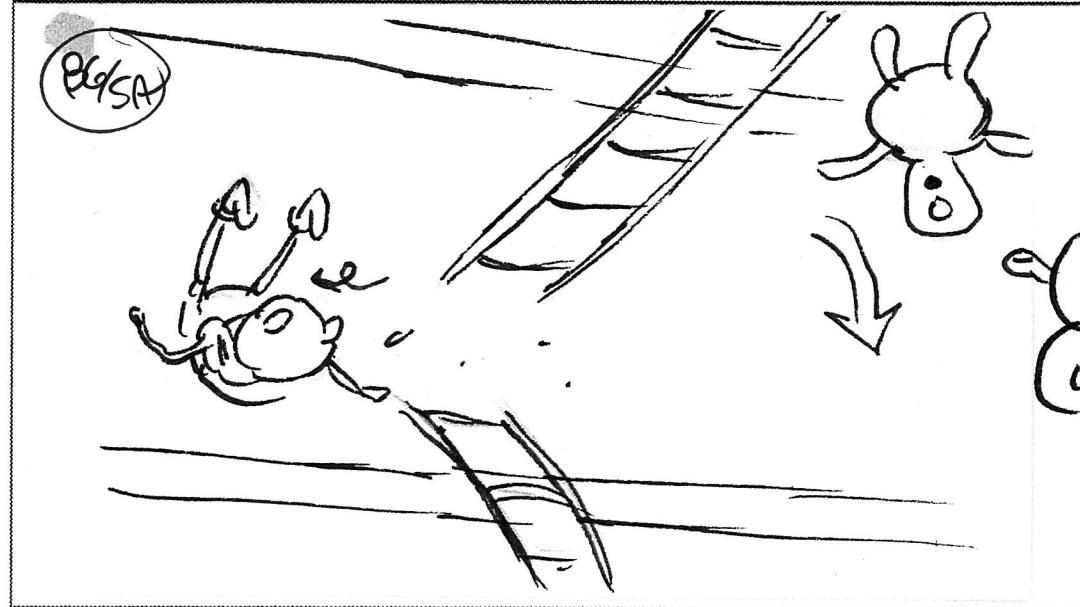
ADVENTURE TIME



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Page _____

Sc. 176 Pnl. C Bg. day night



Sc. 176 Pnl. D Bg. day night



Dialog:

Action: - Finn kicks through ladder, sending food boys flying.

Timing:



Production :

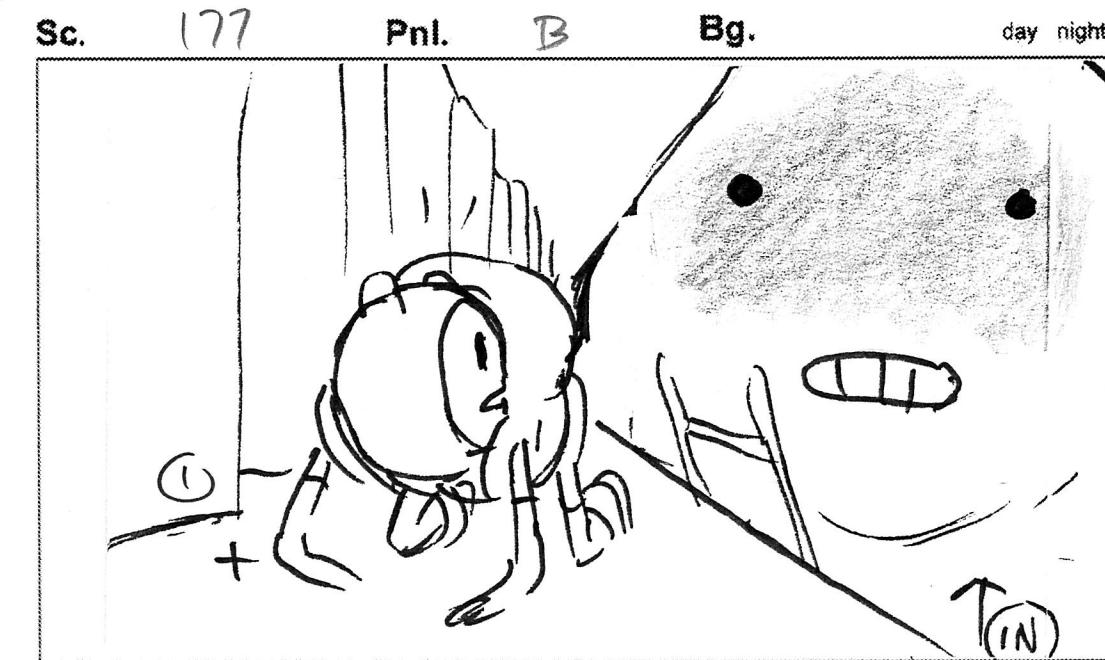
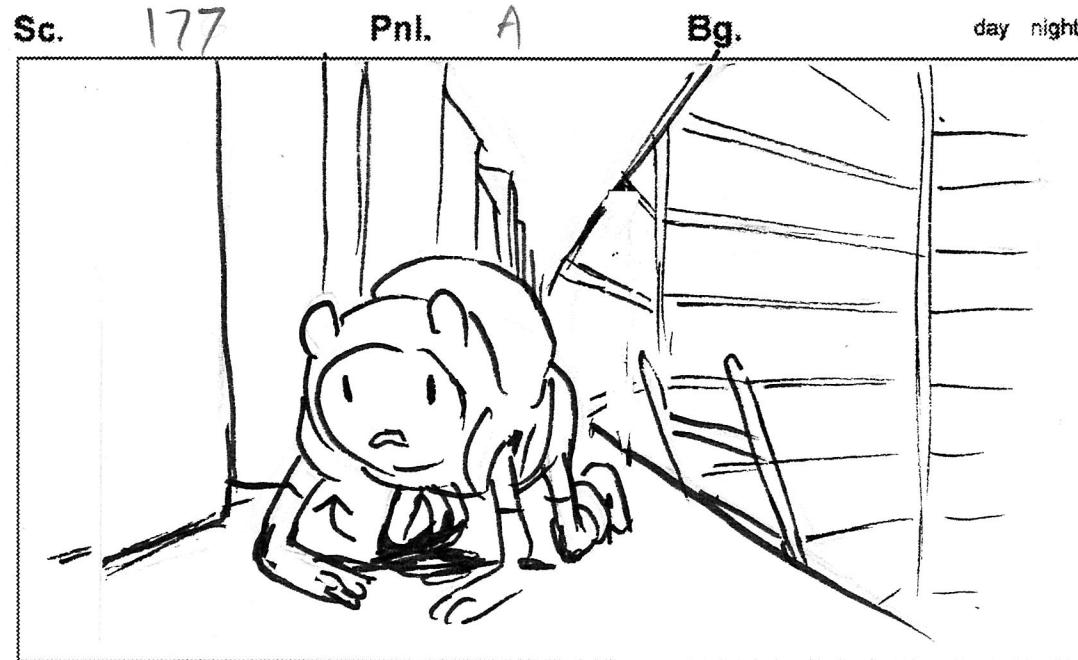
1025-193

EPISODE #

ADVENTURE TIME



Page 209



Dialog:

(KH) GRRRR...

Action:

- King Hugos stands up.

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc.

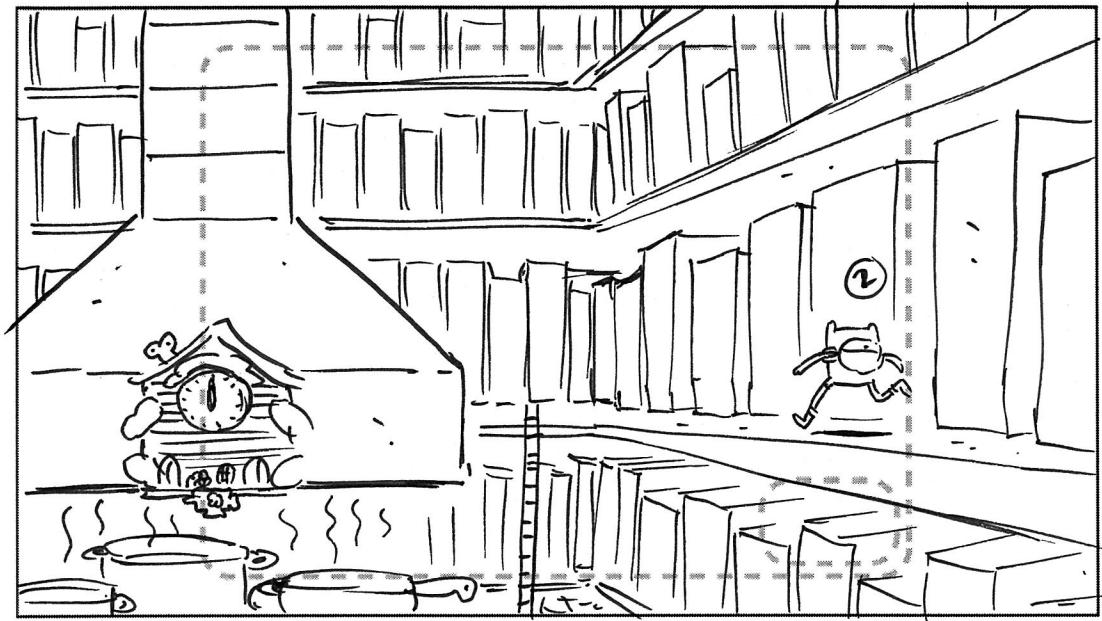
178

Pnl.

A

Bg.

day night

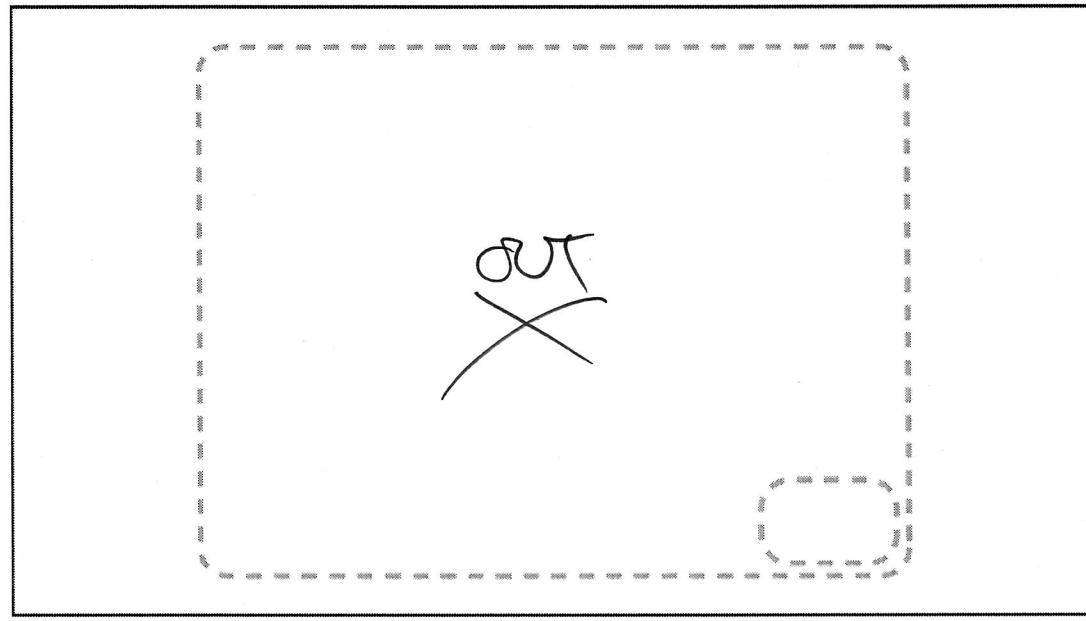


Sc.

Pnl.

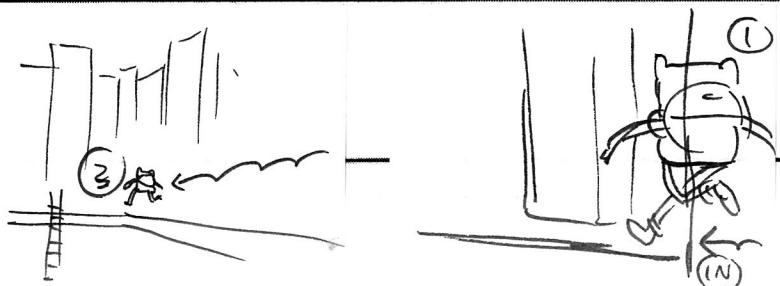
Bg.

day night



Dialog:

Action:



Timing:

EPISODE #

Production :

1025-193

Page 210

ADVENTURE TIME



Page 211

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Sc. 178

Pnl.

B

Bg.

day night

Sc.

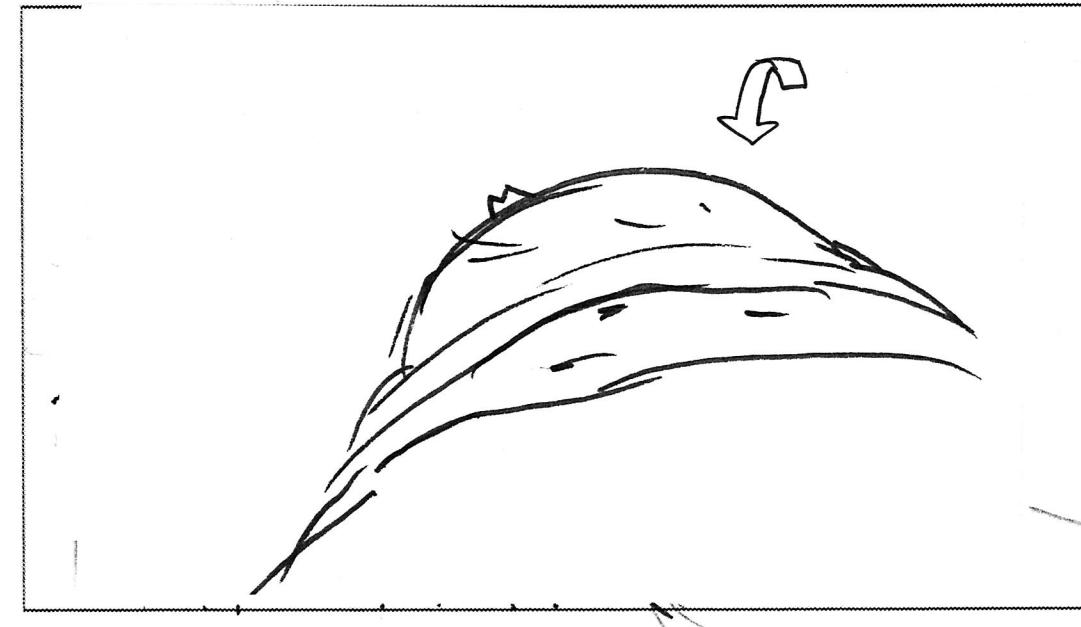
178

Pnl.

C

Bg.

day night



Dialog:

SEX: BOOM BOOM

(KH) * Heavy Breathing *

Action:

-KING HUGE lumbers heavily/tiredly into shot .

Timing:

(KH) * out of breath *

-King Huge hunches over to catch his breath

EPISODE #

Production :

1025-193

ADVENTURE TIME



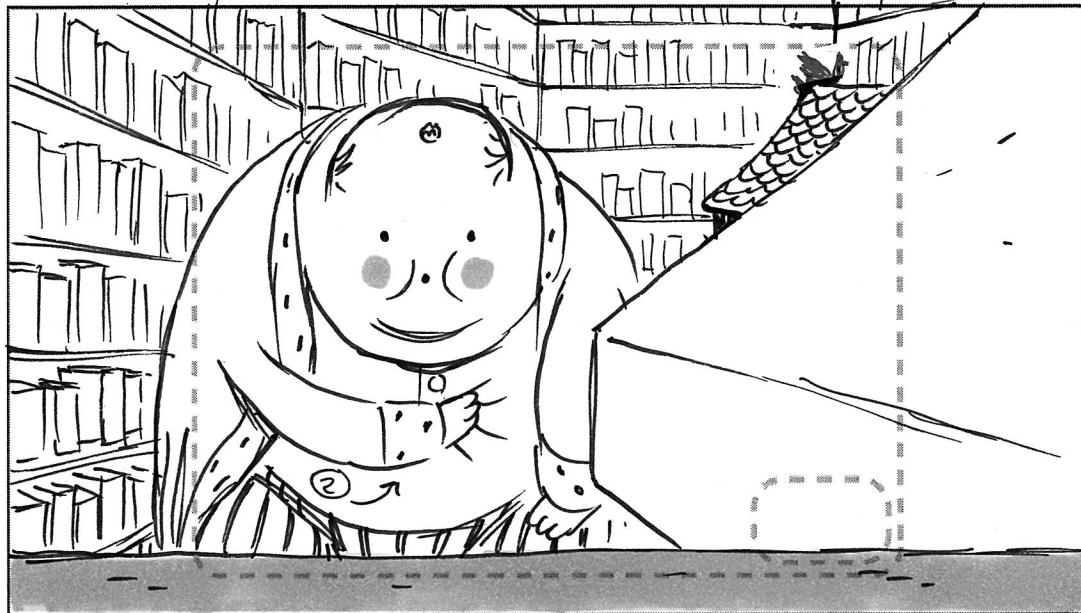
Page 212

Sc. 179

Pnl. A

Bg.

day night

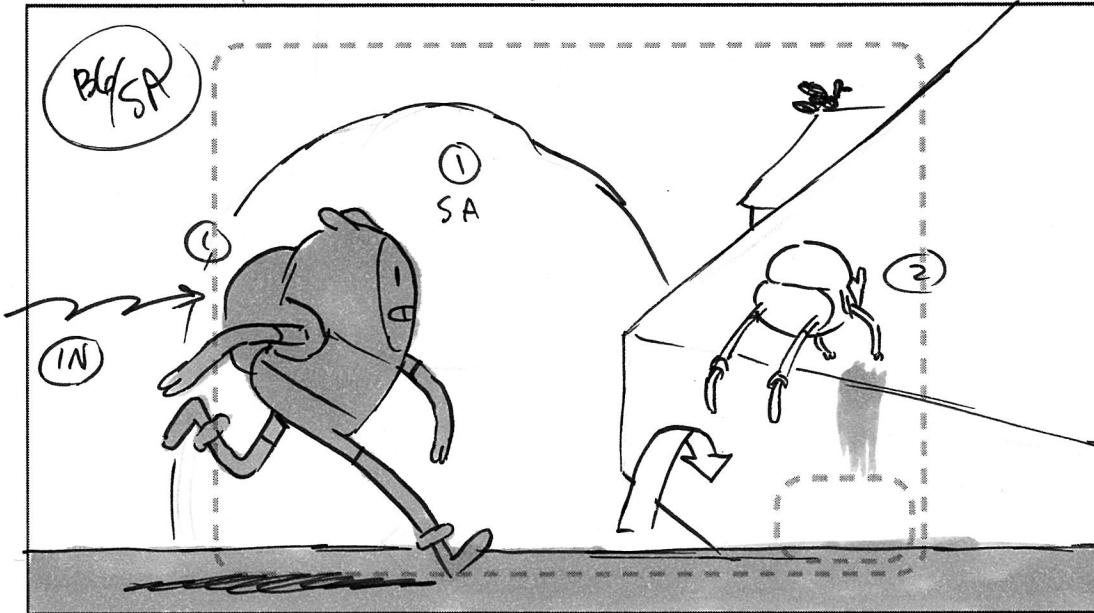


Sc. 179

Pnl. B

Bg.

day night

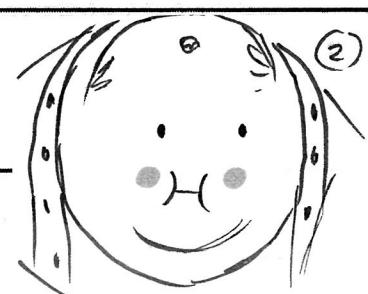


EPISODE #

Dialog:

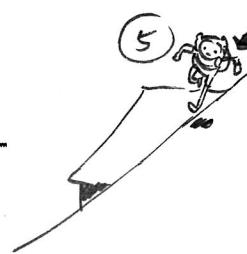
(H) * Huffing & puffing *

Action:



King looks up when
Finn impacts metal hood.

Timing:



1025-193

ADVENTURE TIME



Page 213

Sc.

180

Pnl.

A

Bg.

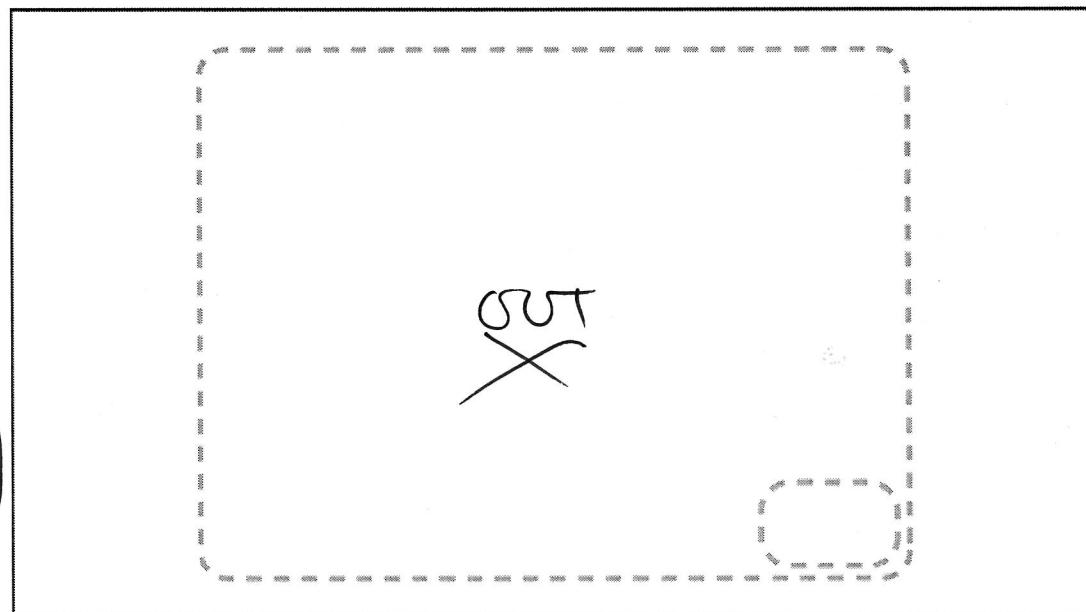
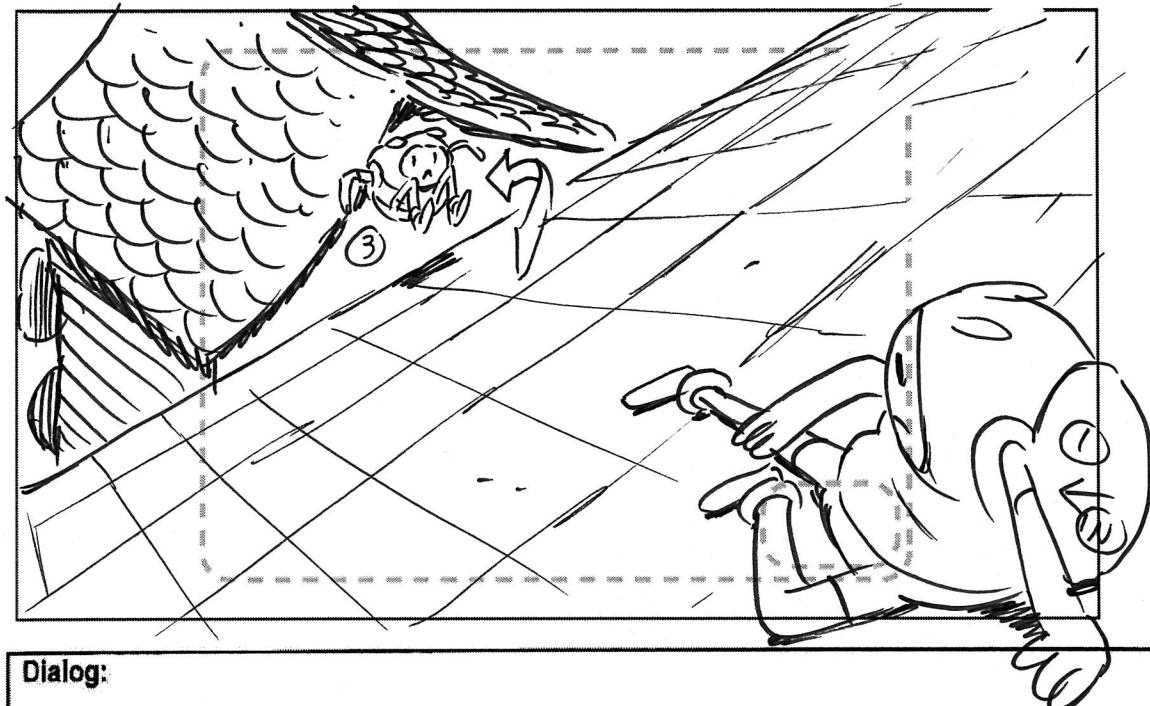
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:



-Finn slides down metal vent hood, then jumps and spins to fall into crevice

Timing:

EPISODE #

Production :

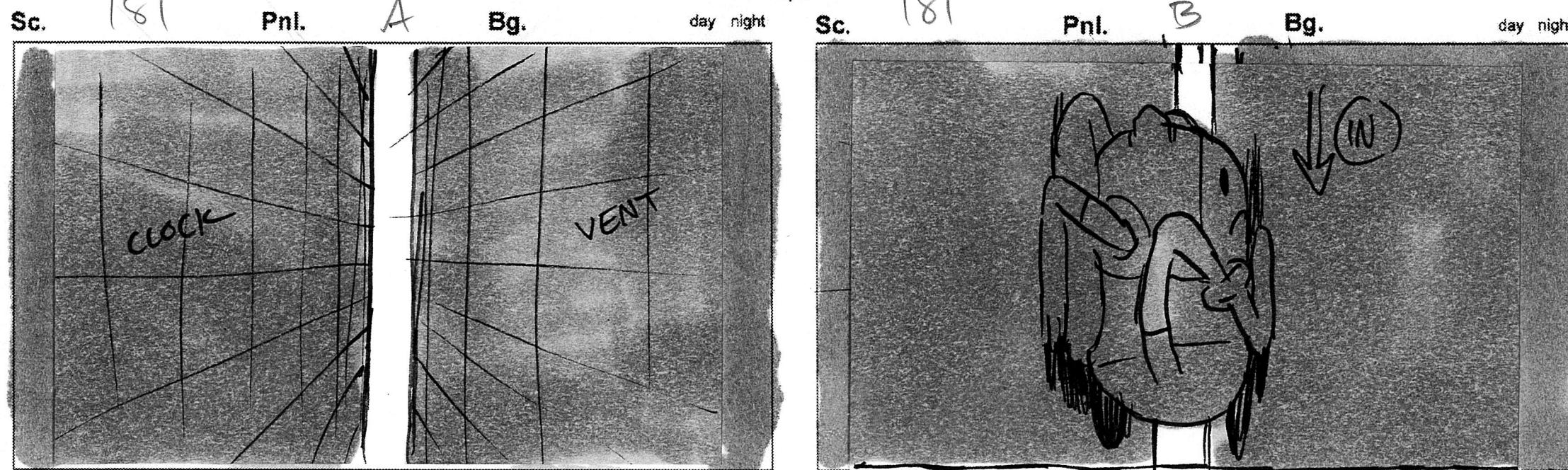
1025-193

ADVENTURE TIME



Page 214

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Dialog:

Action:

Timing:

- Finn slides straight down between the clock and vent hood.



EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 215

Sc. (81)

Pnl. C

Bg.

day night

Sc. 181

Pnl. D

Bg.

day night



(B6/SA)



(B6/SA)

Dialog:

(F:) RRARRRR ...

(F:) RRRRRRR

Action:

- Finn struggles to separate clock from vent hood.

Timing:

EPISODE #

Production :

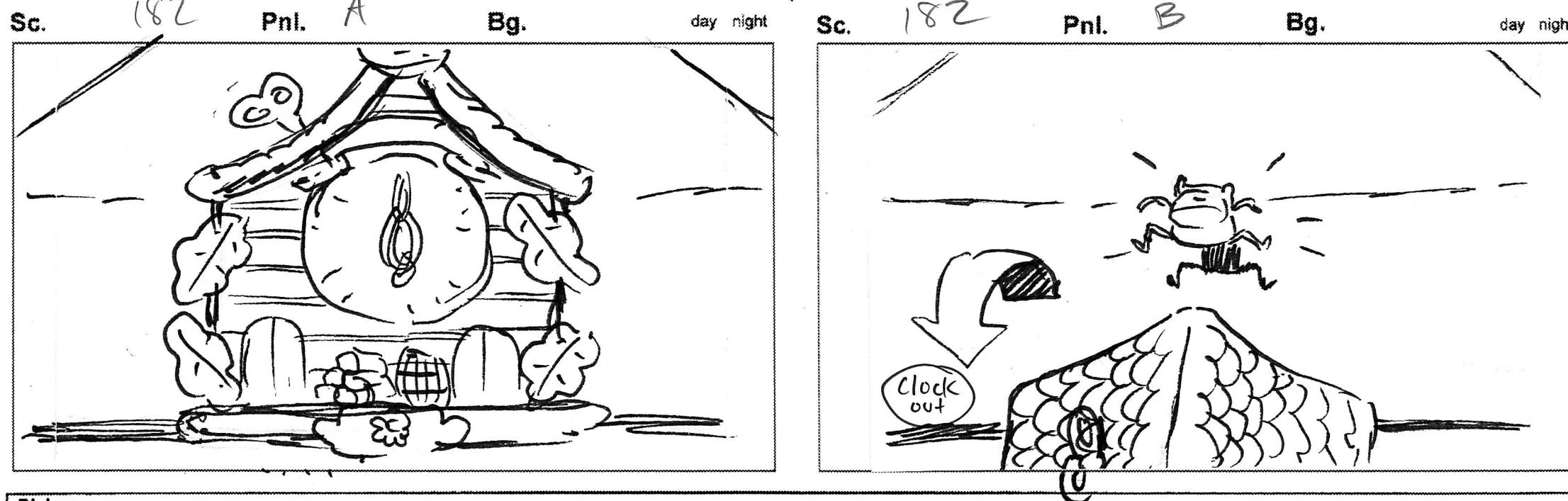
1025-193

ADVENTURE TIME



Page 216

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Dialog:

SFX: ;POP;

- clock pops off of vent hood

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



217
Page _____

Sc.

(82

Pnl.

C

Bg.

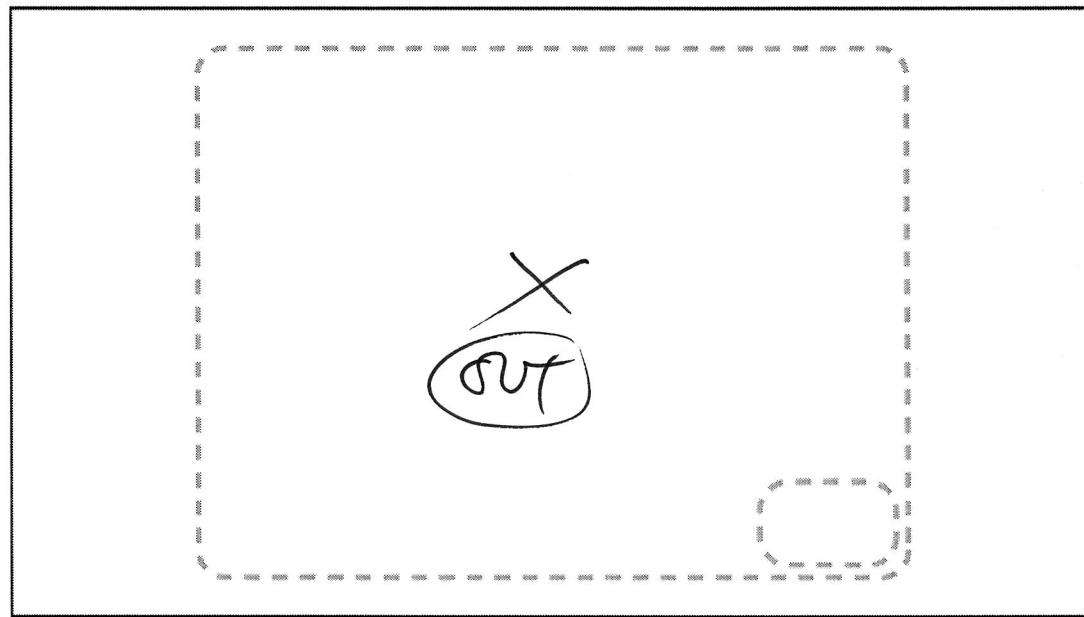
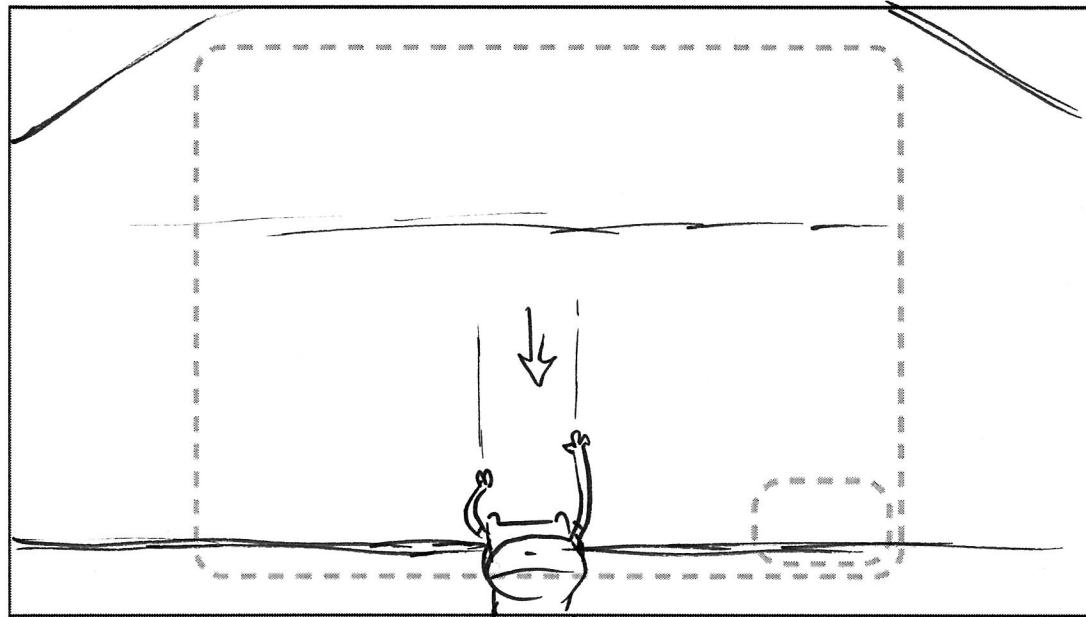
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SFX: *SQUEAK*

Action: - Finn clings to vent hood.

Timing:

1025-193

EPISODE #

Production :

ADVENTURE TIME



Page 218

Sc.

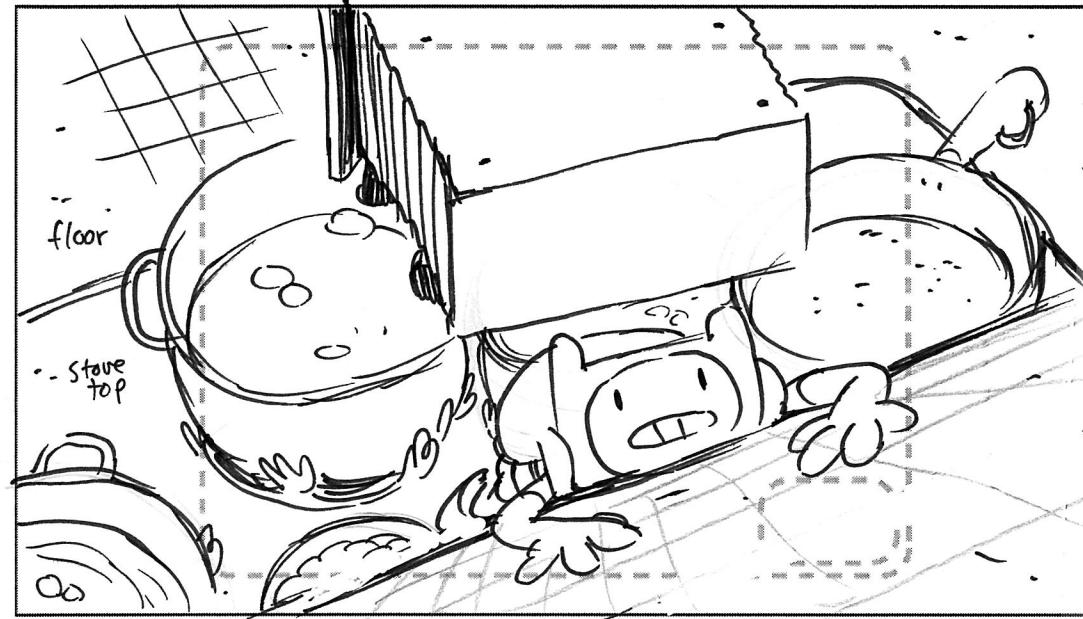
183

Pnl.

A

Bg.

day night



Sc.

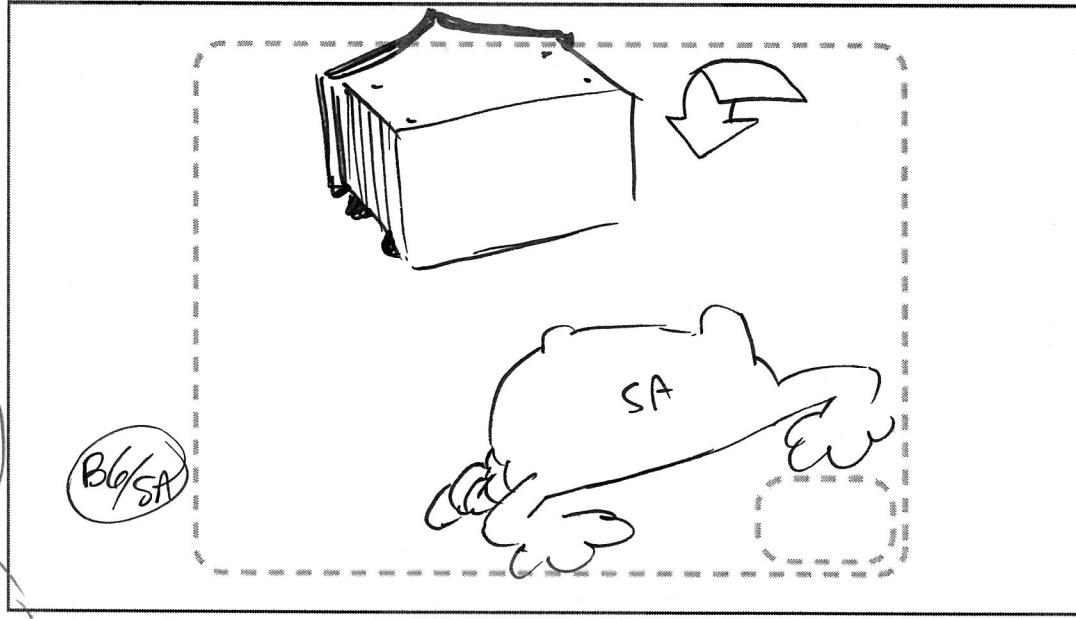
183

Pnl.

B

Bg.

day night



Dialog:

SLO-MO

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



219
Page _____

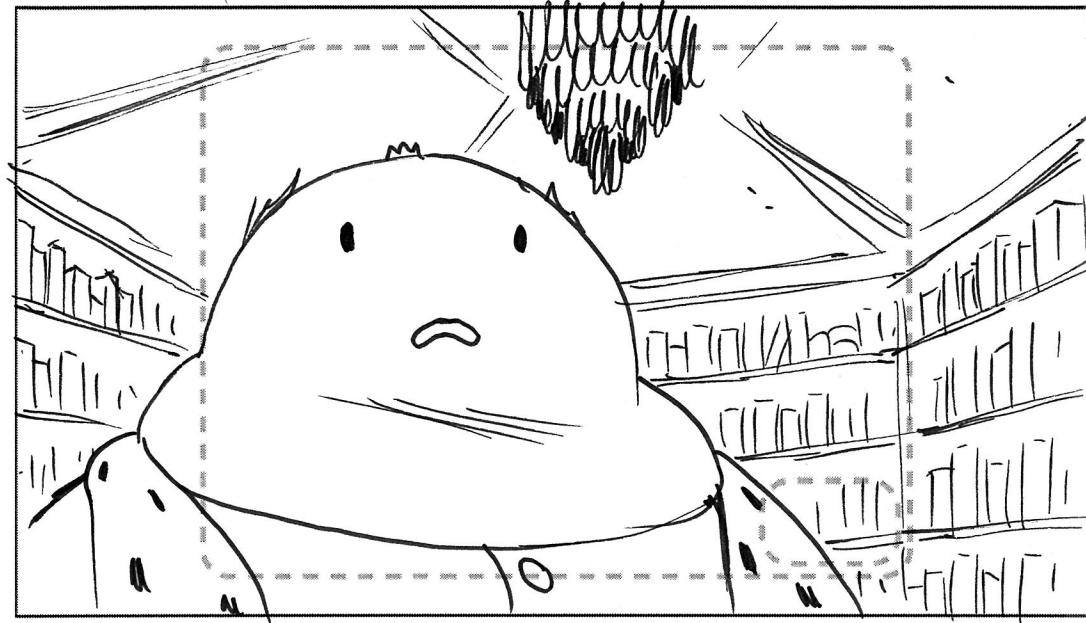
Sc.

184

Pnl. A

Bg.

day night



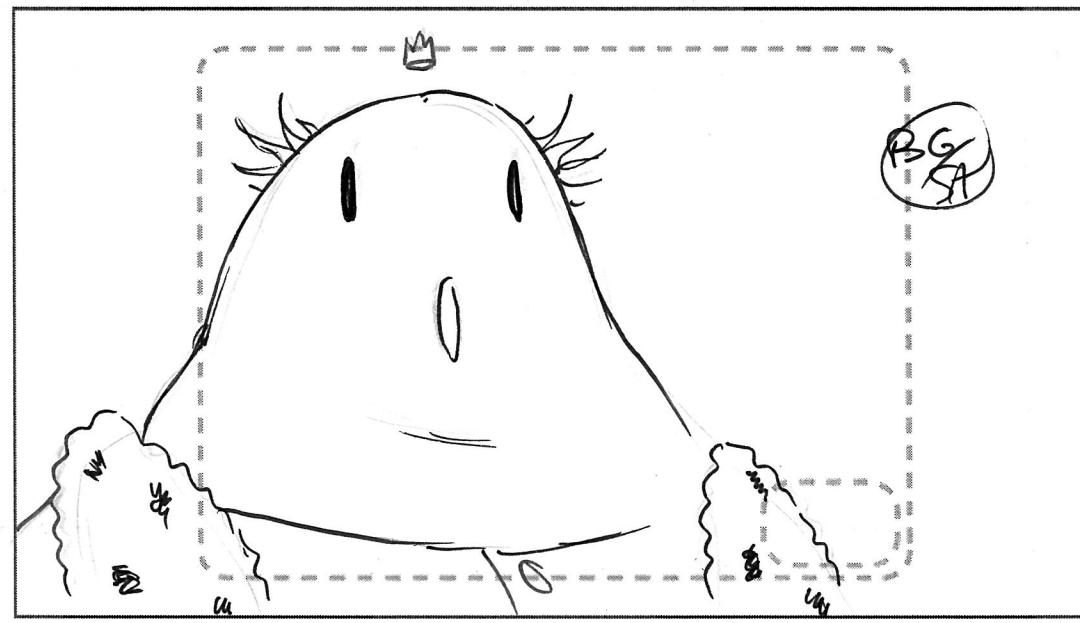
Sc.

184

Pnl. B

Bg.

day night



Dialog:

(KH) Noooooooo!!!

(DIALOGUE Deep + drawn out, but at normal speed)

Action:

- Animation happens slow and drawn out - hair slowly stands up - crown slowly floats up - head slowly stretches up - etc.

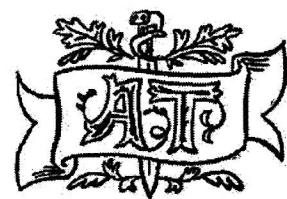
Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 220

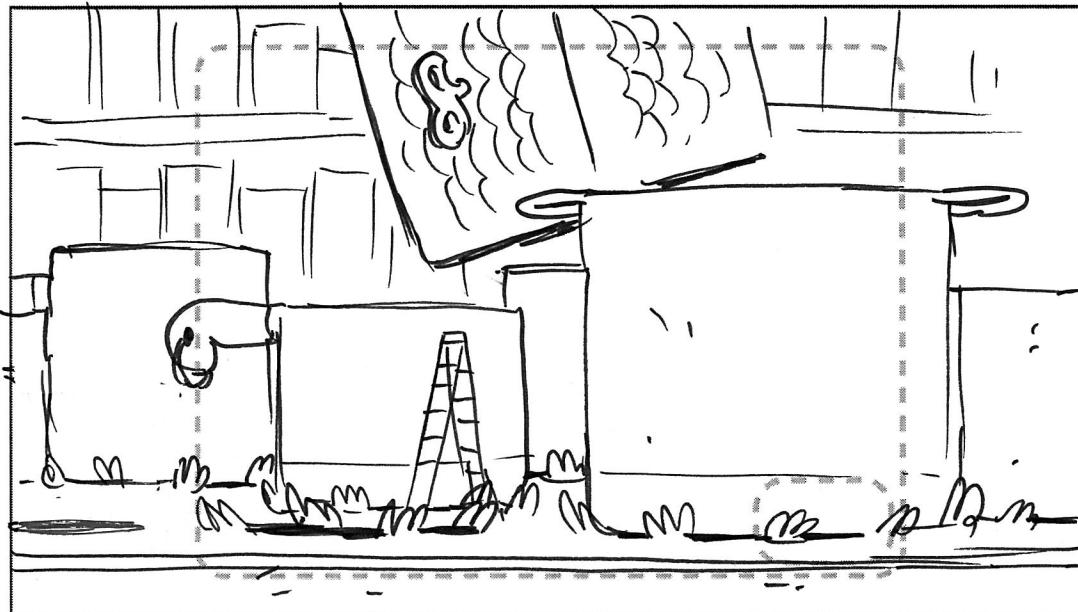
Sc.

185

Pnl. A

Bg.

day night

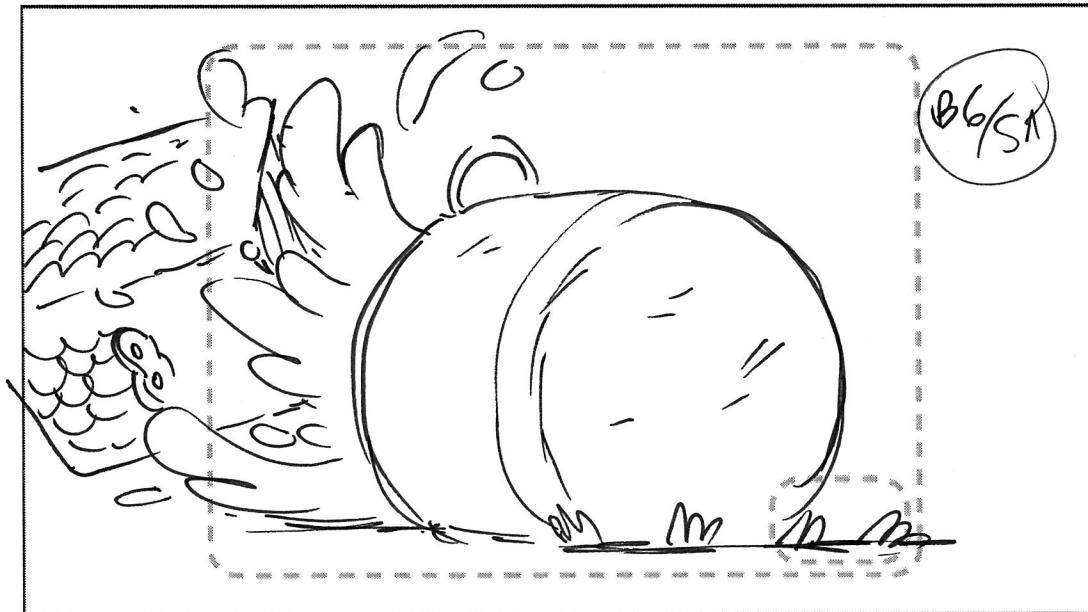


Sc. 185

Pnl. B

Bg.

day night



Dialog:

SLO-MO?

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



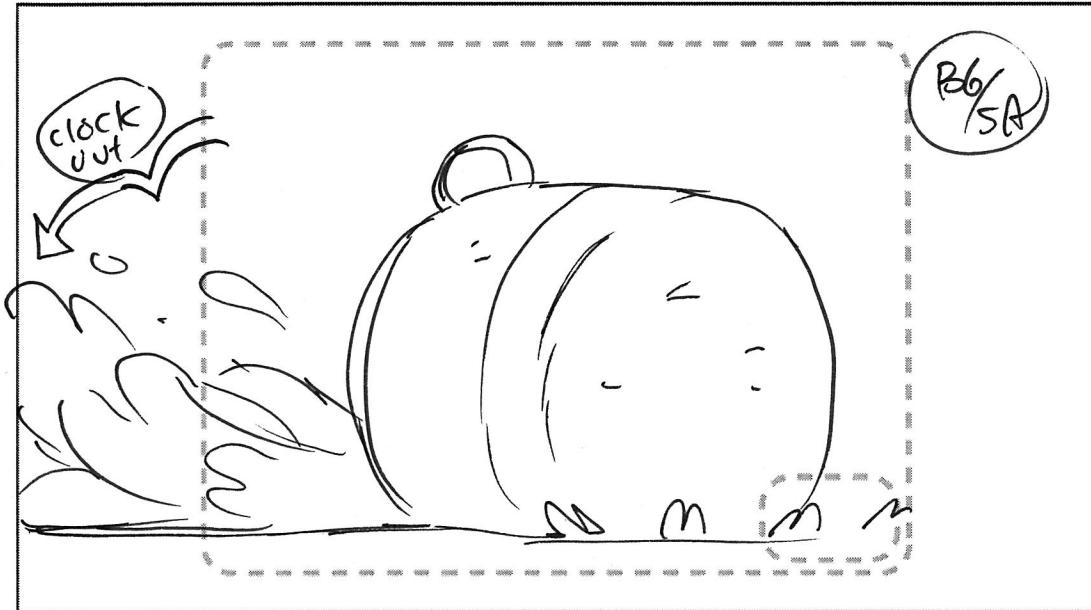
Page 221

Sc. 185

Pnl. C

Bg.

day night

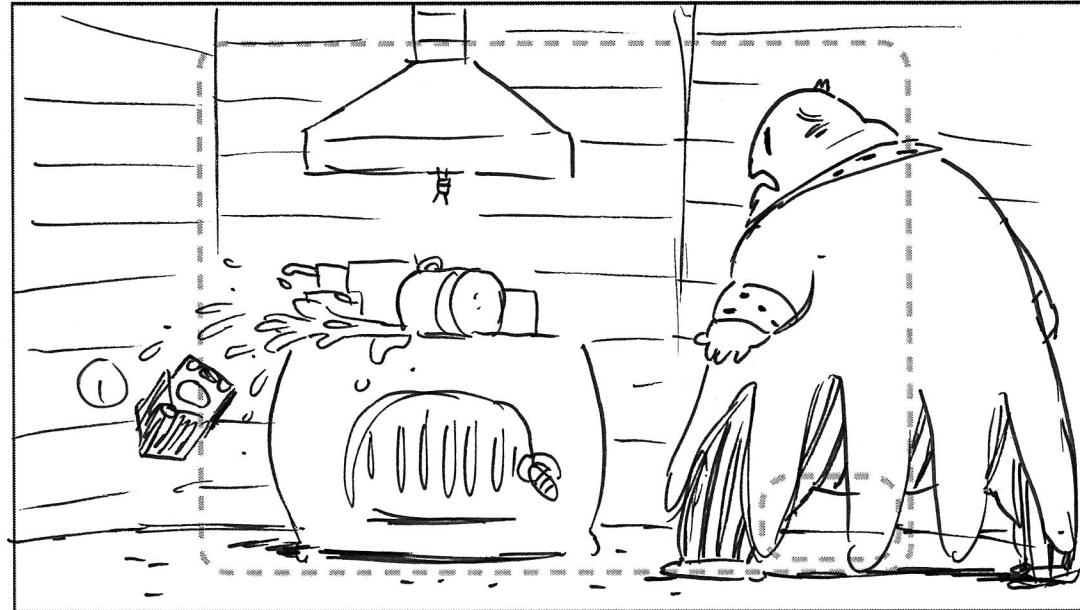


Sc. 186

Pnl. A

Bg.

day night



Dialog:

SLO-MO?

Action:



Timing:

EPISODE # : Production :

1025-193

ADVENTURE TIME



Page 222

Sc.

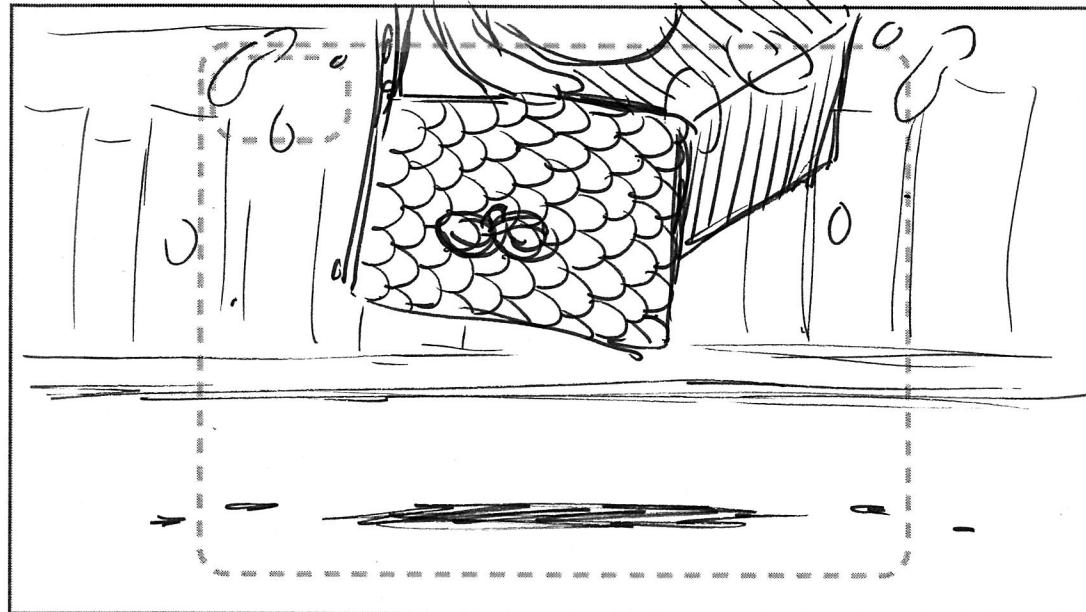
187

Pnl.

A

Bg.

day night



Sc.

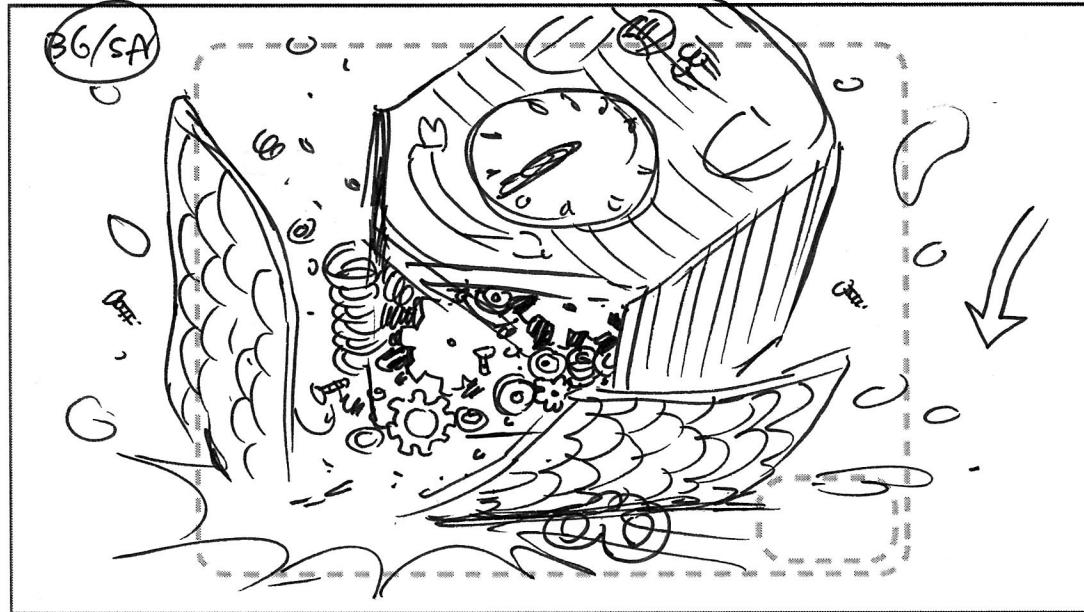
187

Pnl.

B

Bg.

day night



Dialog:

SLO-MO?

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 223

Sc.

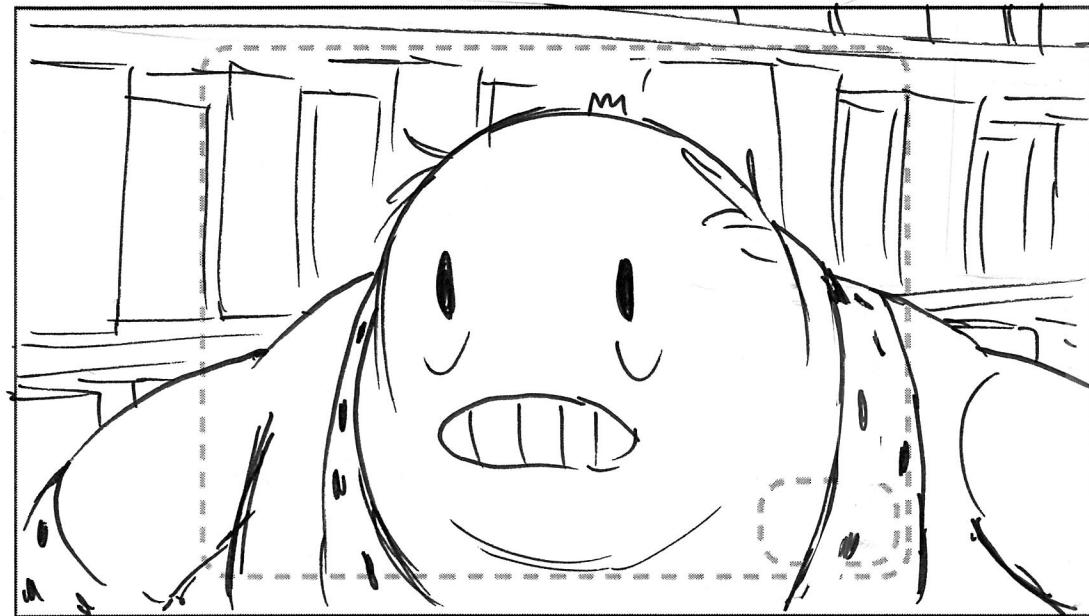
188

Pnl.

A

Bg.

day night



Sc.

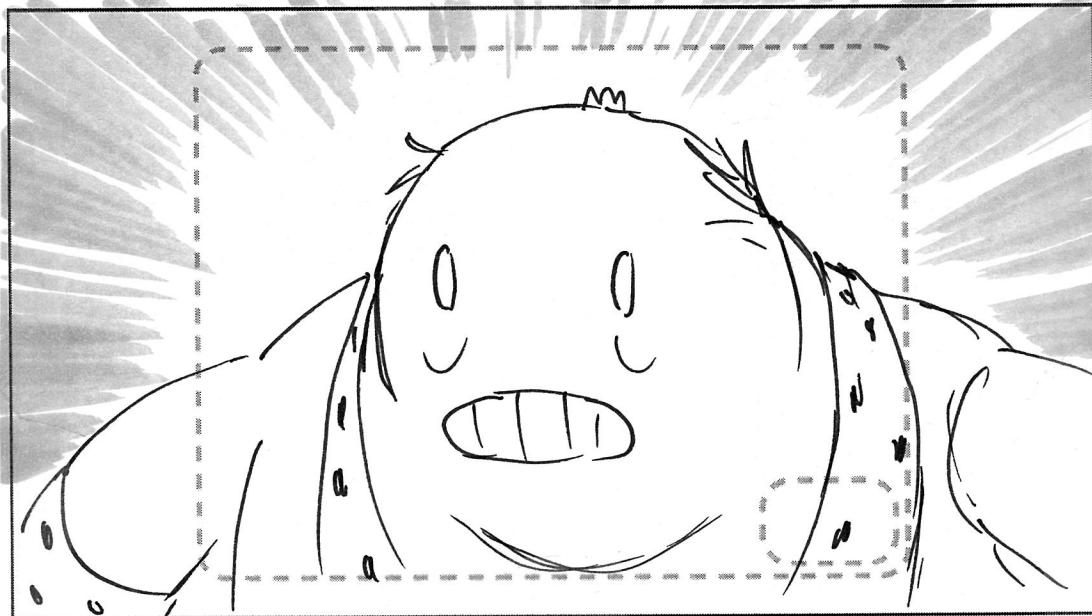
188

Pnl.

B

Bg.

day night



Dialog:

Action:

- EYES FADE TO WHITE
- BG DISSOLVES TO RED/ANGER COLOR CARD

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 224

Sc.

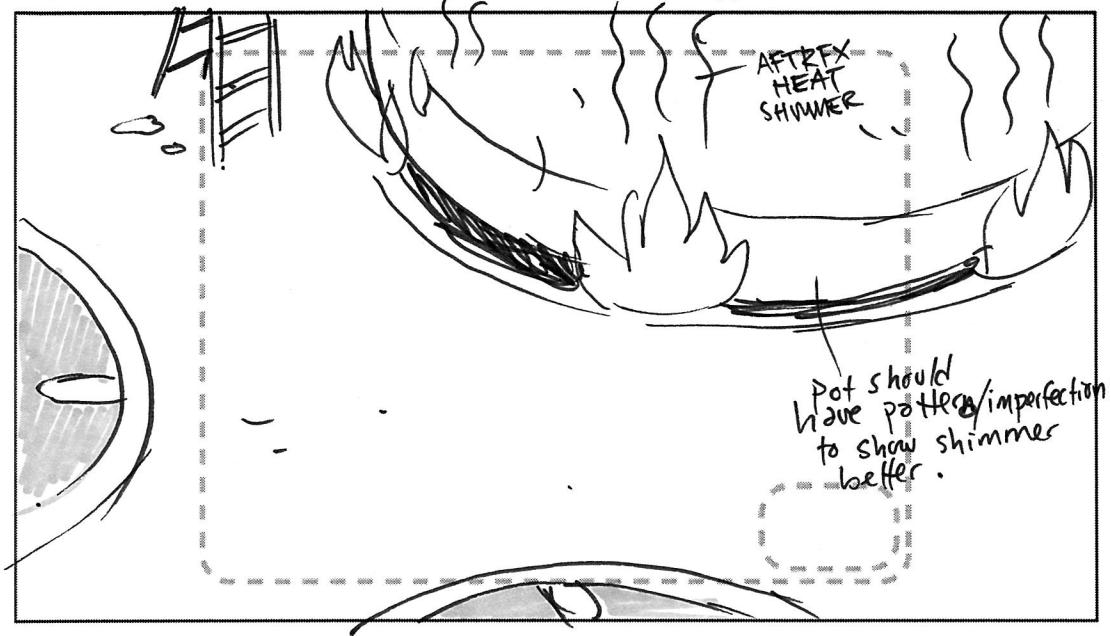
189

Pnl.

A

Bg.

day night



Sc.

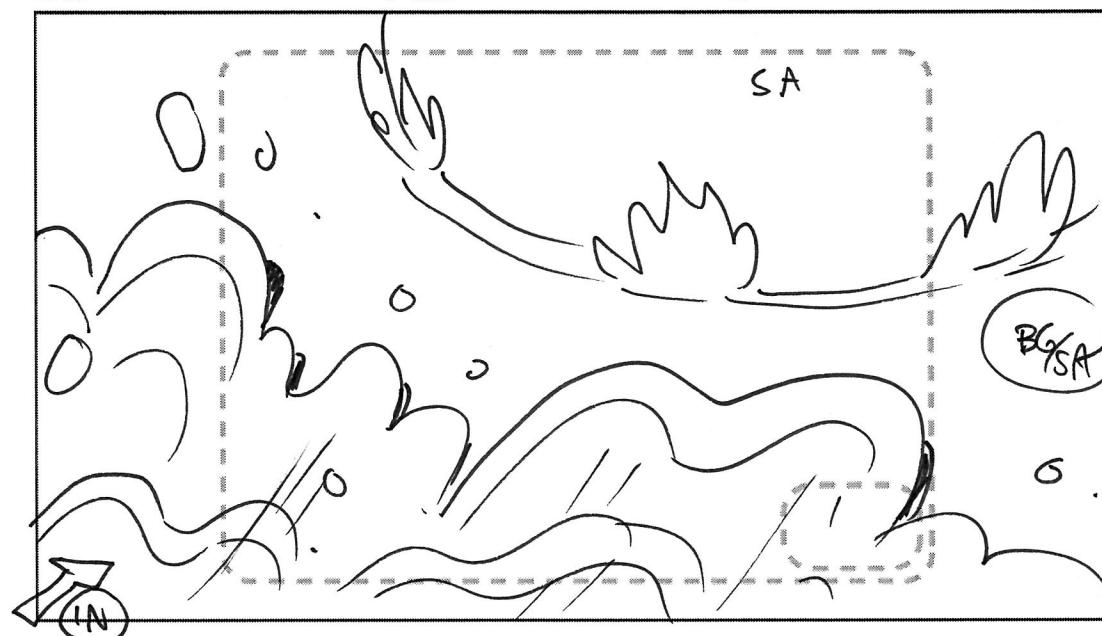
189

Pnl.

B

Bg.

day night



Dialog:

not slo-mo anymore?

Action:

- Water rushes across stove top

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 225

Sc.

(89)

Pnl.

C

Bg.

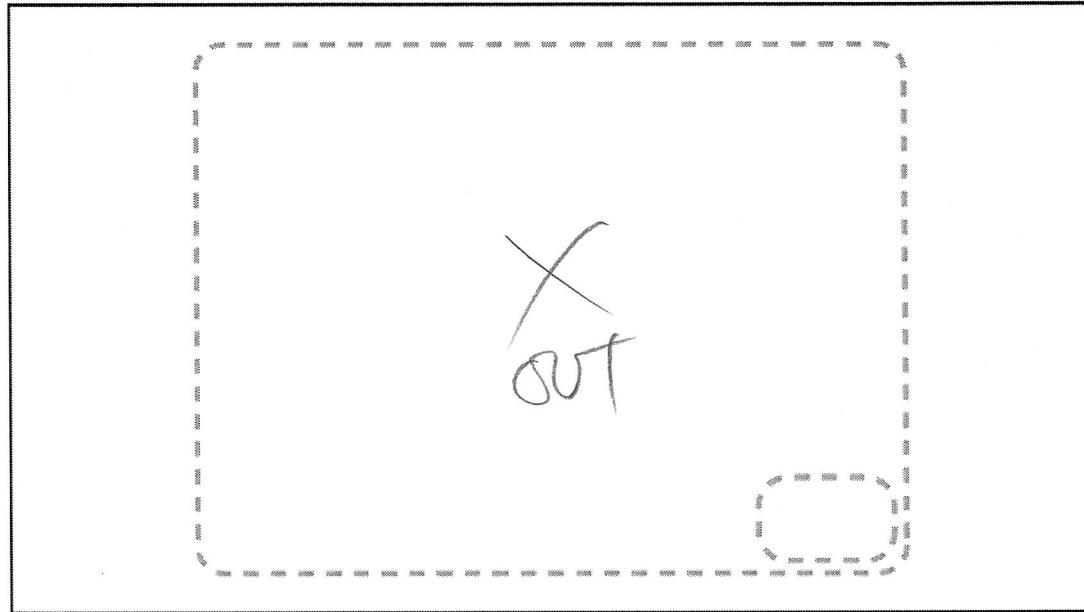
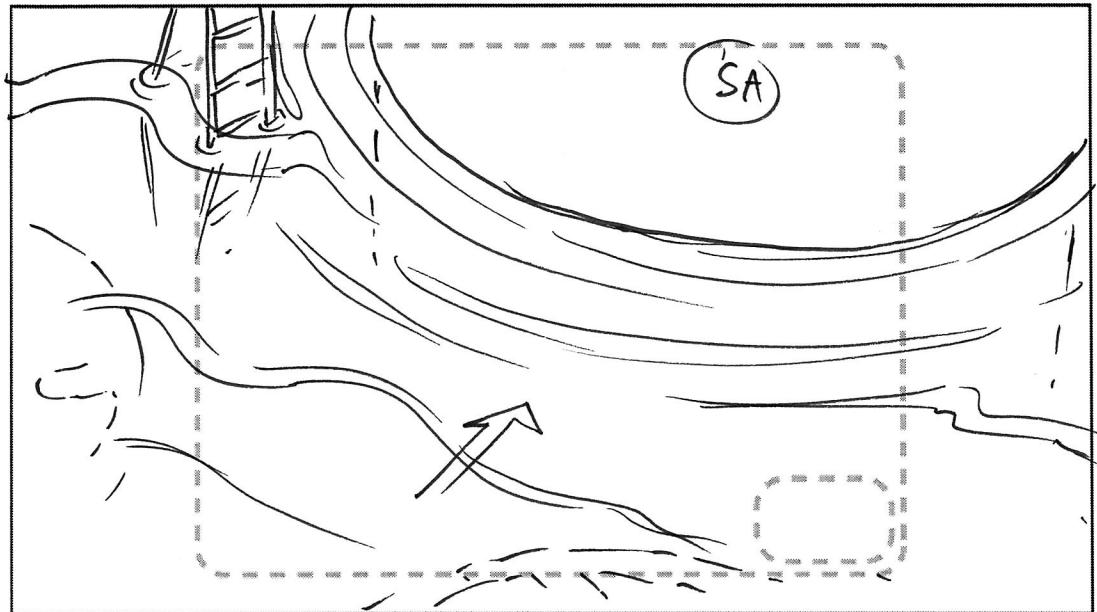
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SFX:) TSSS/TSSS.' (flame extinguished)

Action:

- Water extinguishes flames.
- SFX heat shimmer dissipates

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 226

Sc.

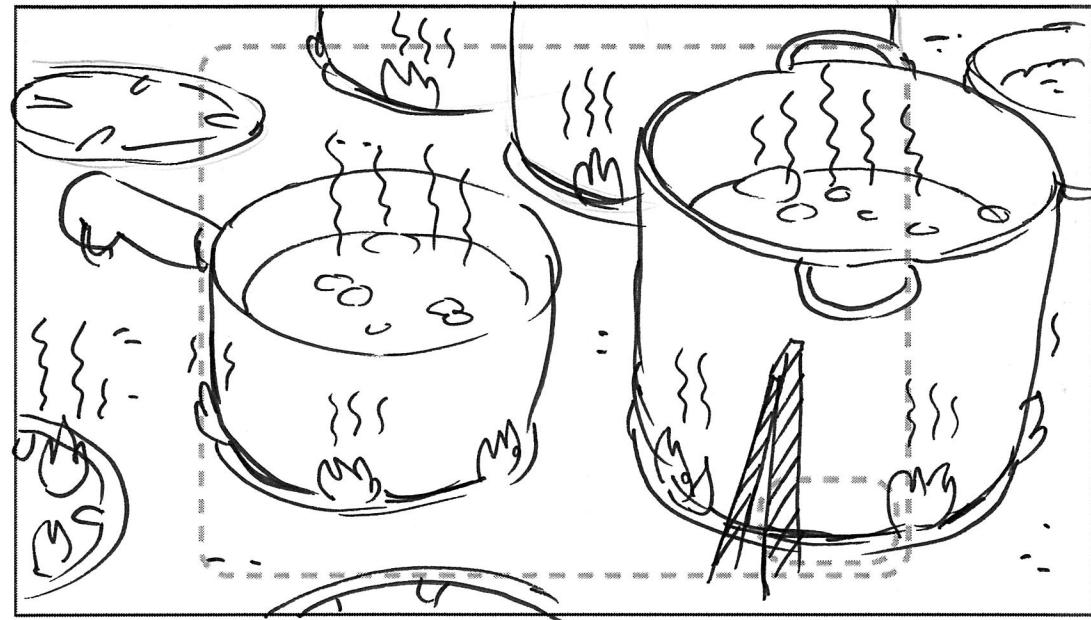
190

Pnl.

A

Bg.

day night



Sc.

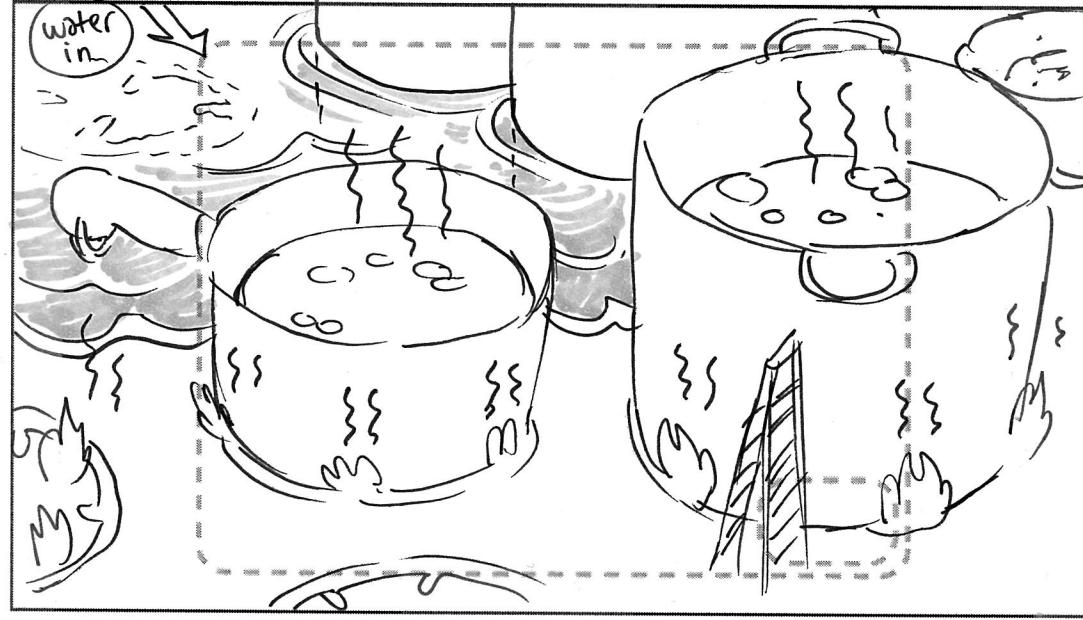
190

Pnl.

B

Bg.

day night



Dialog:

SFX: TSS!TSS!TSS!

Action:

- Water rushes across stove top,
extinguishing flames.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 227

Sc.

190

Pnl.

C

Bg.

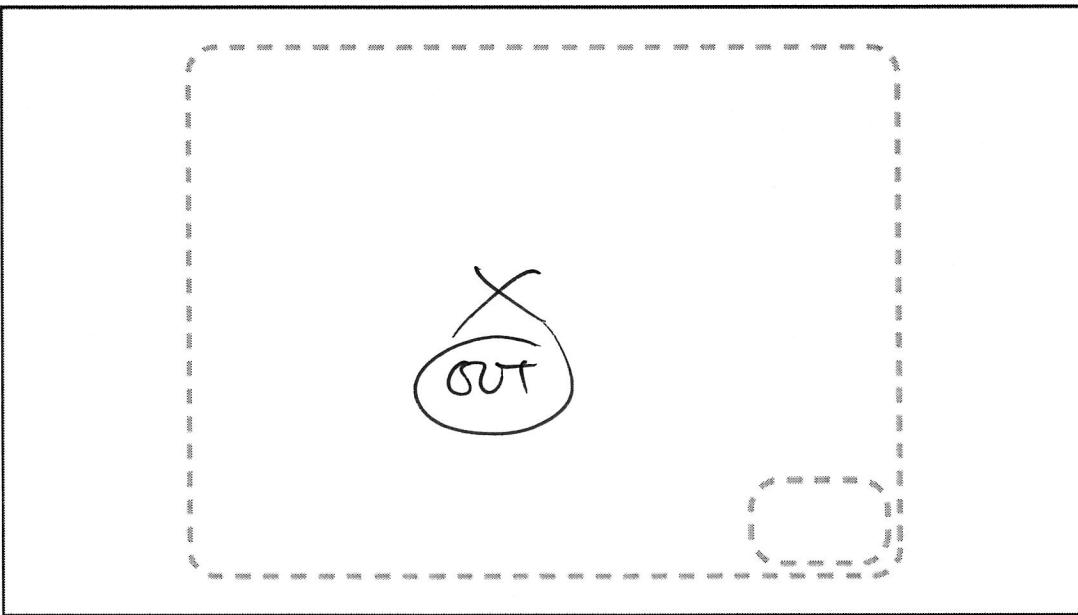
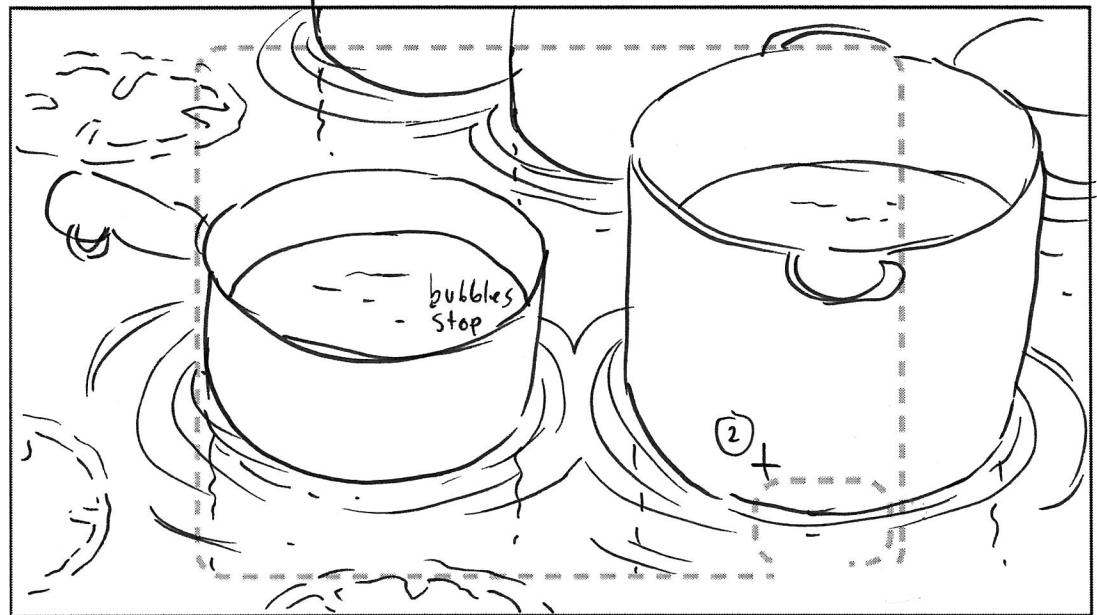
day night

Sc.

Pnl.

Bg.

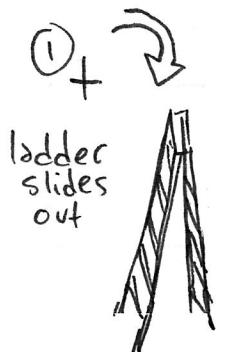
day night



Dialog:

(SFX) TSS! TSS! TSS! TSS!

Action:



Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



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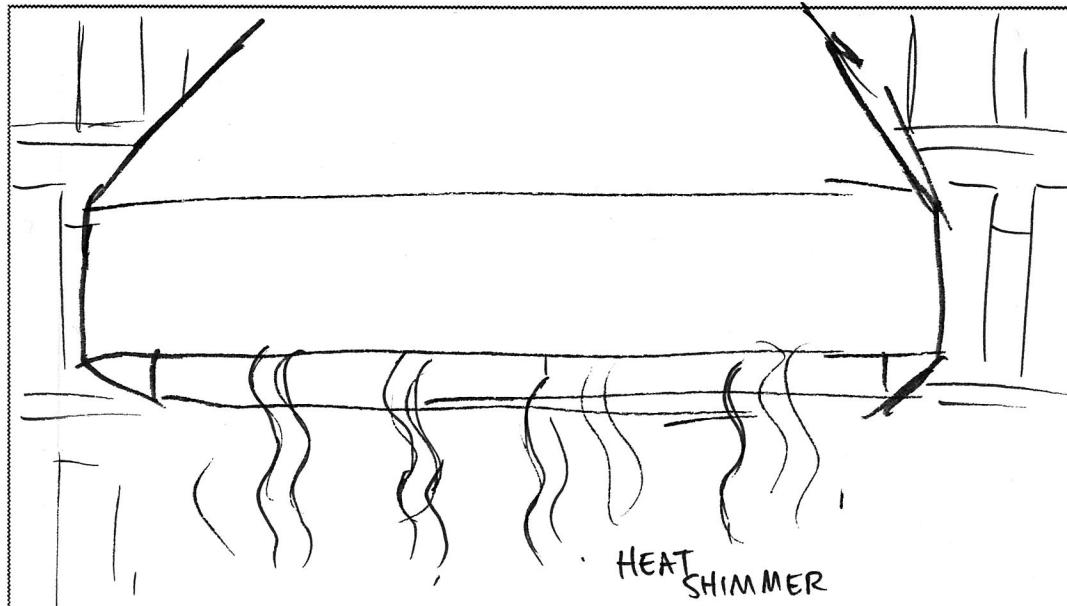
Sc. 191

Pnl.

A

Bg.

day night



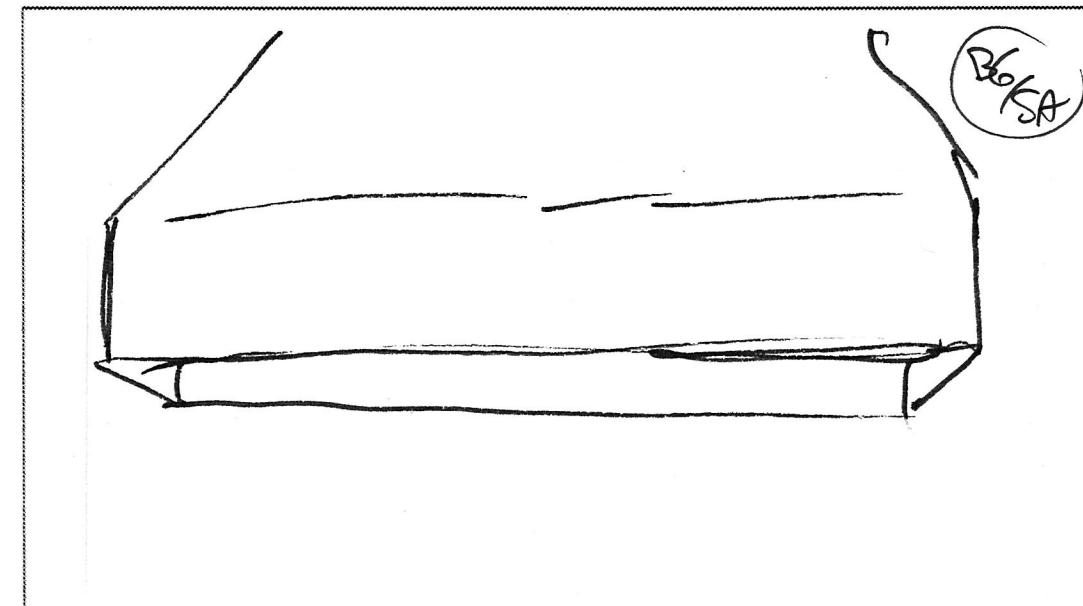
Sc. 191

Pnl.

B

Bg.

day night



Dialog:

Action:

- SFX heat shimmer dissipates.

Timing:

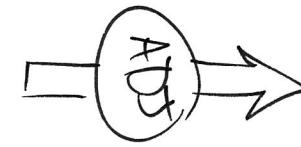
EPISODE #

Production :

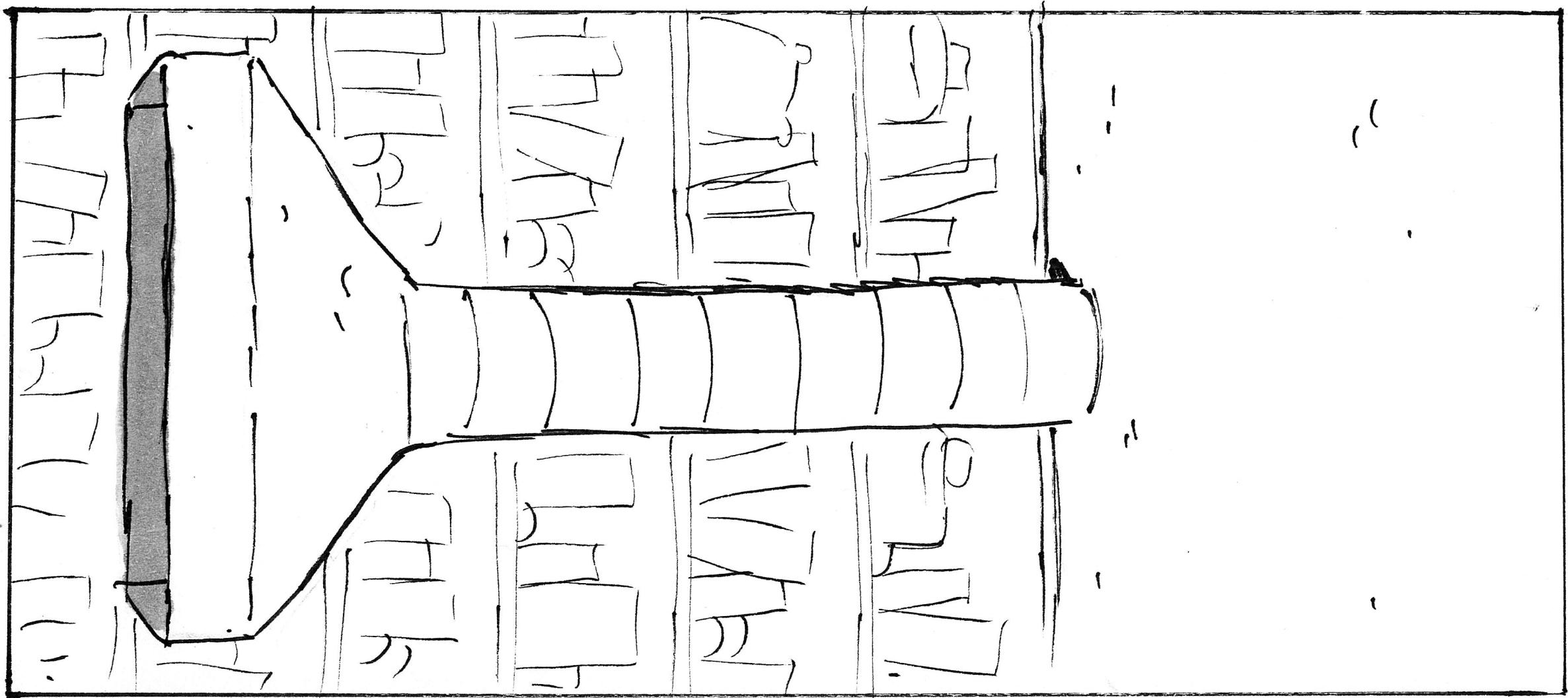
1025-193

pg. 229

1025-193



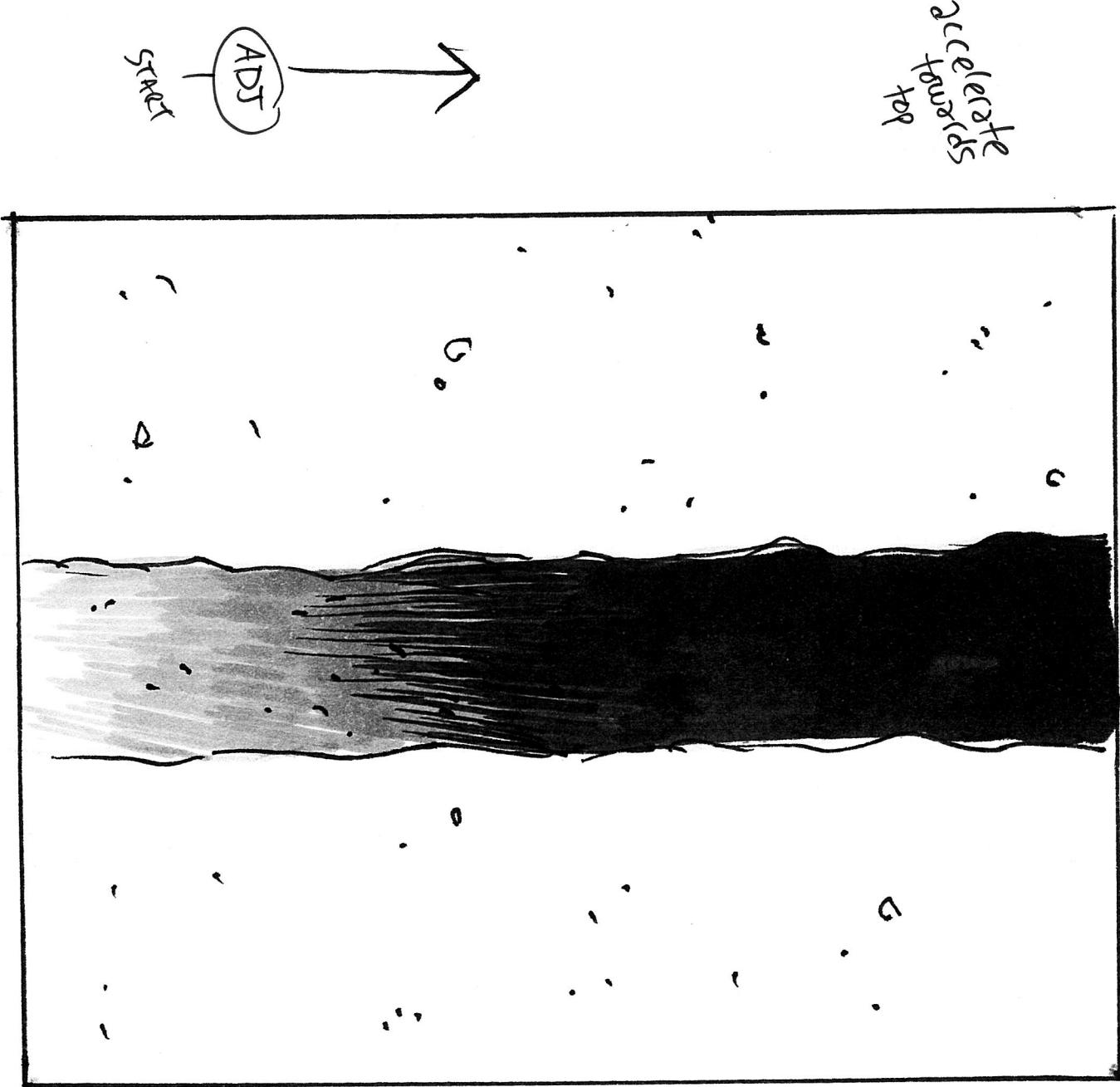
Sc. 191 PnL C



1025-193

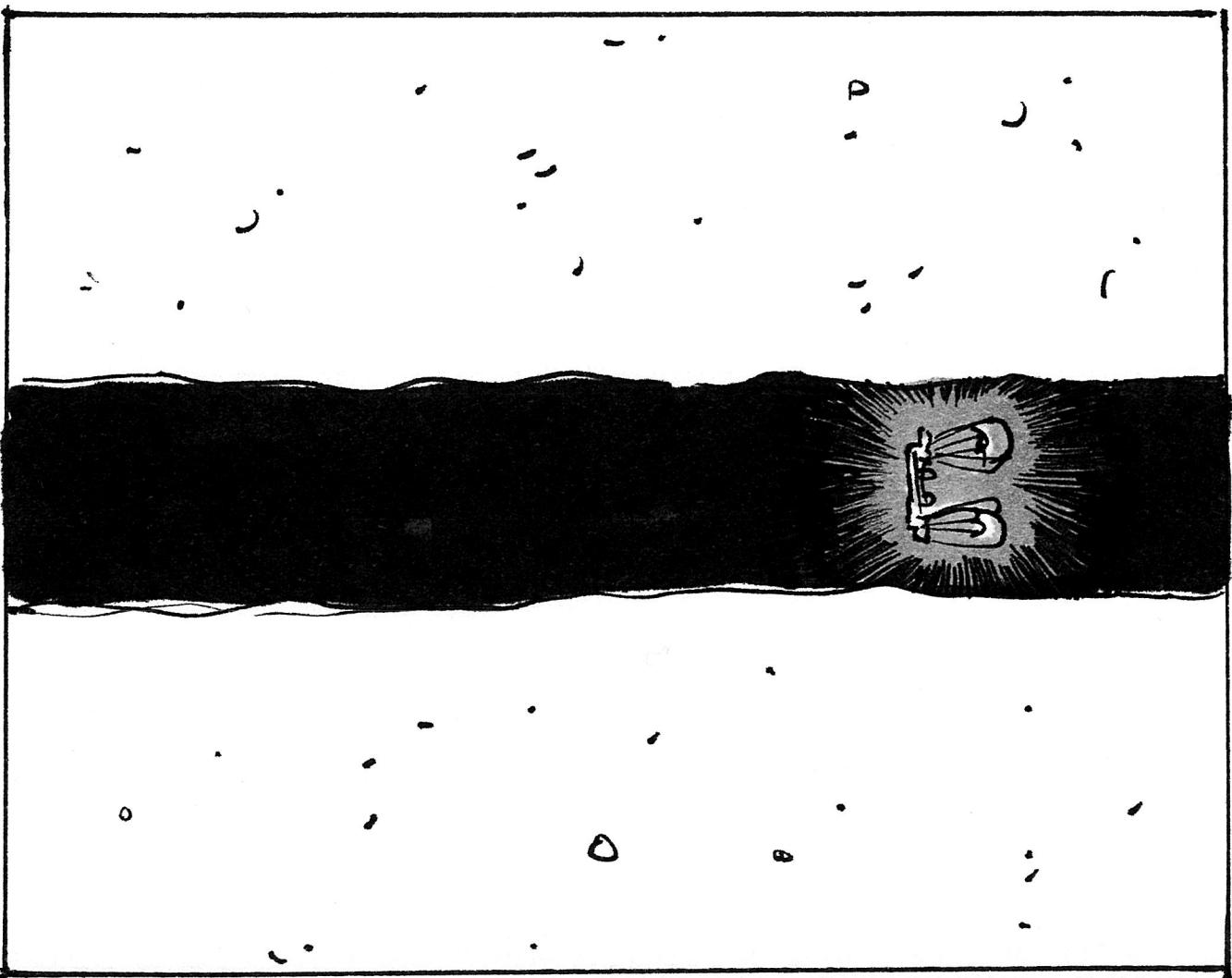
Pg. 230

Sc. 192 Pnl. A



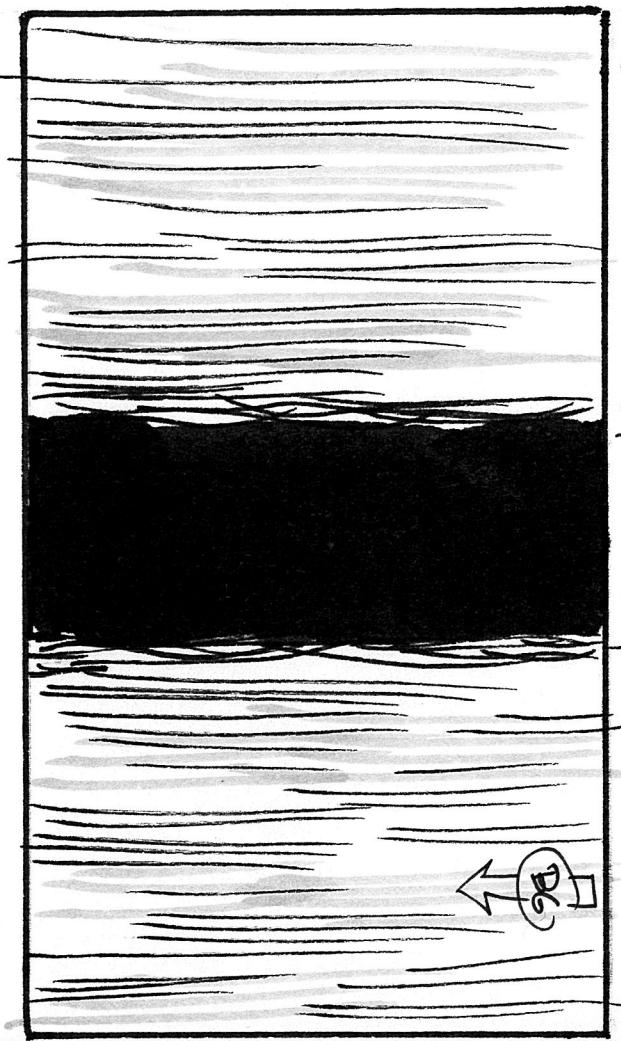
X
DISSOLVE
into this by.
comes accelerates towards top.

Decelerate
towards
top

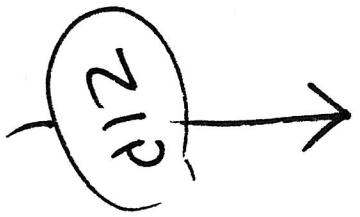


DIALOGUE : (J:) Best looking
(barely)
(freshest)
SEVEN: Capital time /
forgotten like stars /
and nay-sayers /

Sc. 193 Pnl. A



X dissolve into zip pan, then X dissolve into
Sc. 193, slowing to a stop.



ADVENTURE TIME

Sc.

194

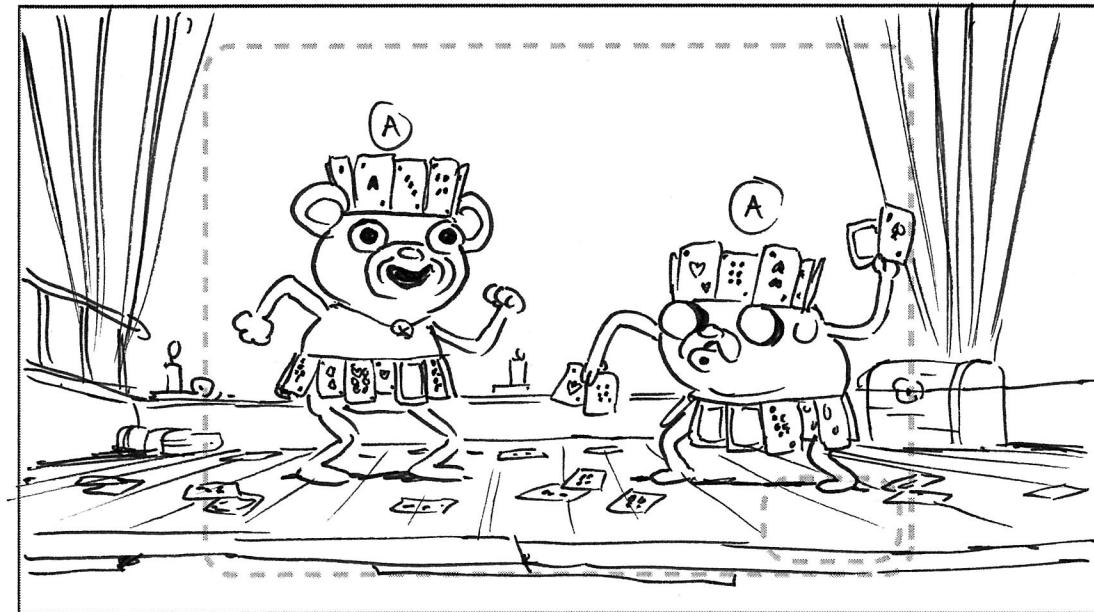
Pnl.

A

Bg.



day night



crazy interest
accumulate
figures
bigger interest

capital time
forgotten like
stars
and naysayers

cards and barbs
warm scarves
livin' large
like walnuts
and tunnels

cats get funneled
to the hothouse

take your blouse off
ALT: take your socks off

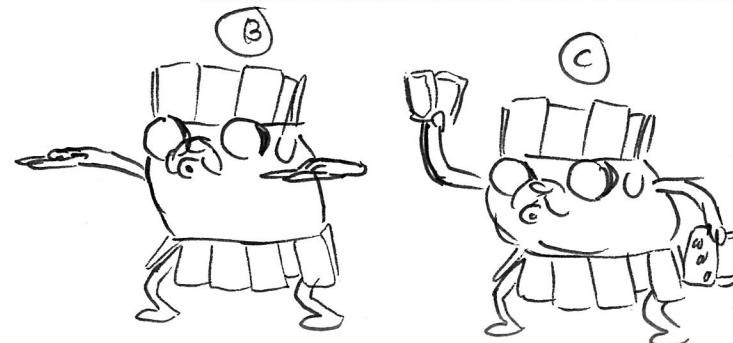
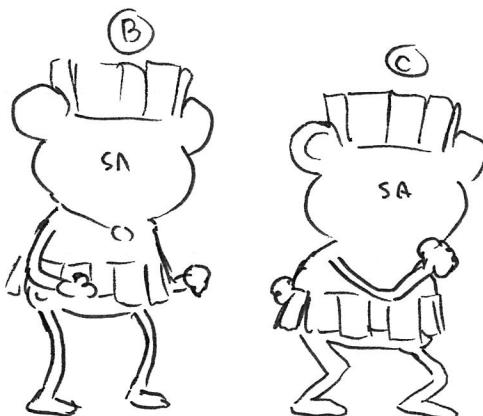
freestyle
lyrics w/
extra verse
(I'll make
2 demo
-TM)

Dialog:

JAKE: *BEAT BOXING*

SEVEN (continued freestyle:) cards and barbs /
warm scarves /

Action:



Timing:

Both cycles :

A B C C B A B C C B etc.

- continuous movement
through B poses .

EPISODE #

Production :

1025-193

Page 232

ADVENTURE TIME



233

Page _____

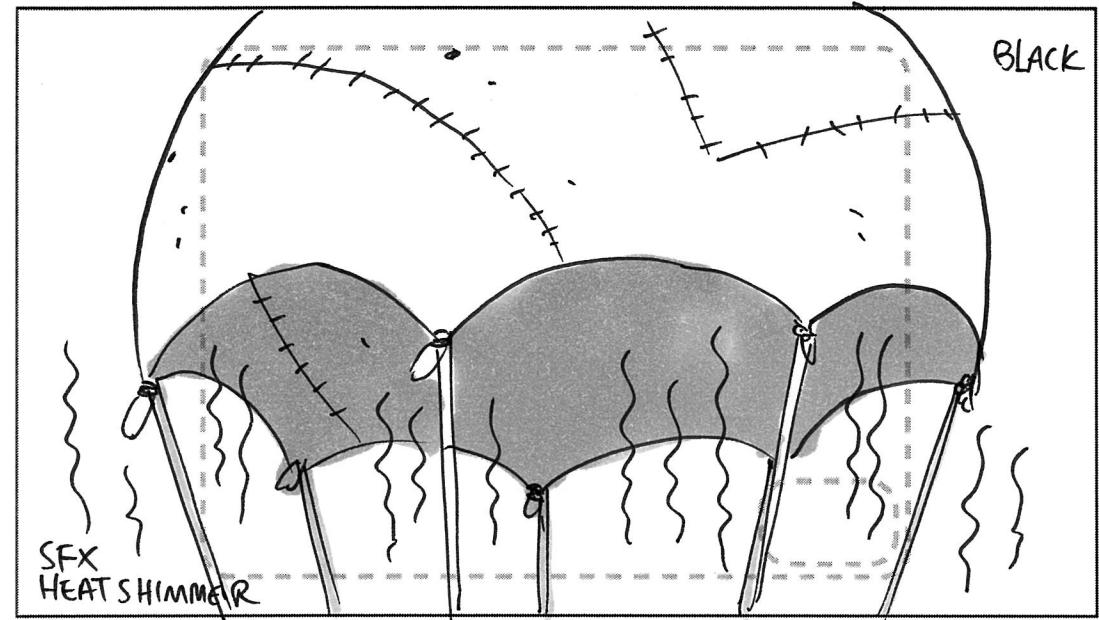
Sc.

195

Pnl. A

Bg.

day night

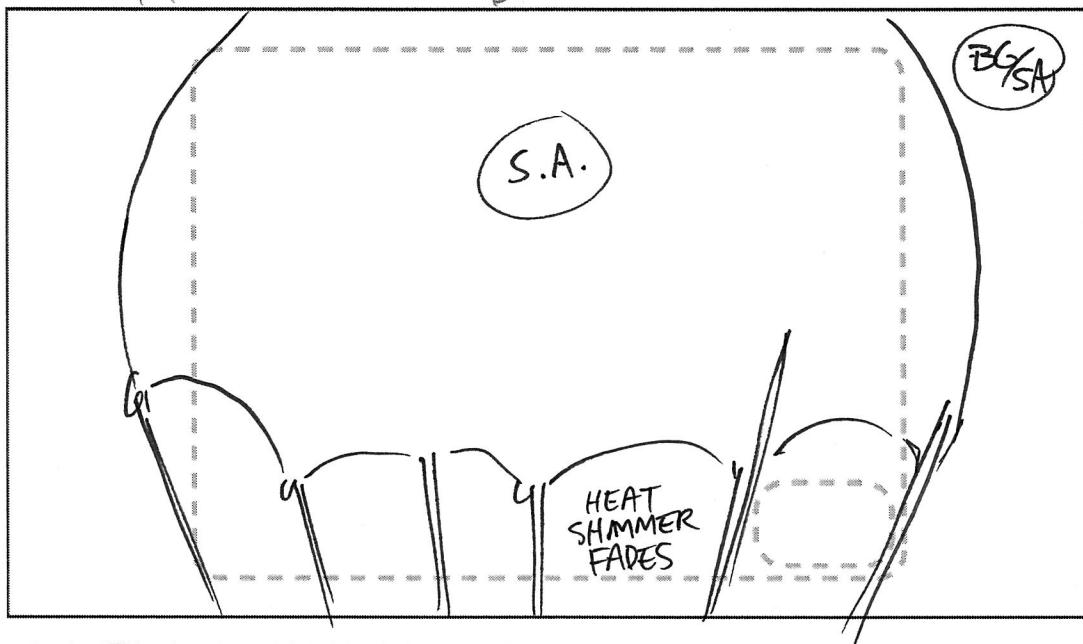


Sc. 195

Pnl. B

Bg.

day night



Dialog:

SEVEN (OS) Livin' large/
like walnuts/
and tunnels/

SEVEN (US) (cont.) → cats get funneled/

Action:

- SFX heat shimmer dissipates, causing parachute to start sinking like a hot-air balloon.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 234

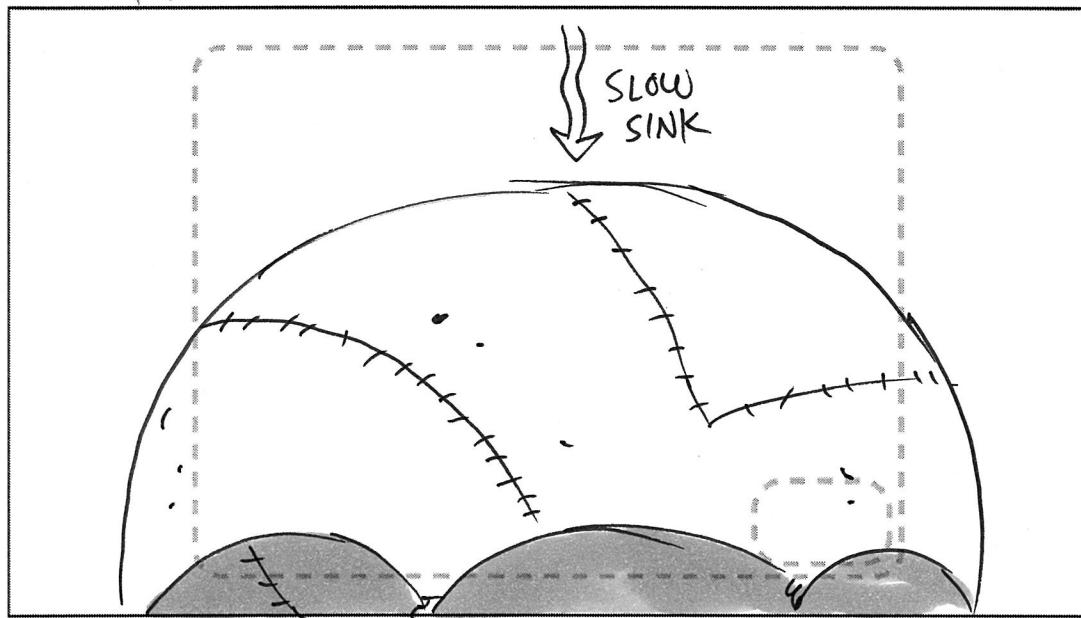
Sc.

195

Pnl. C

Bg.

day night



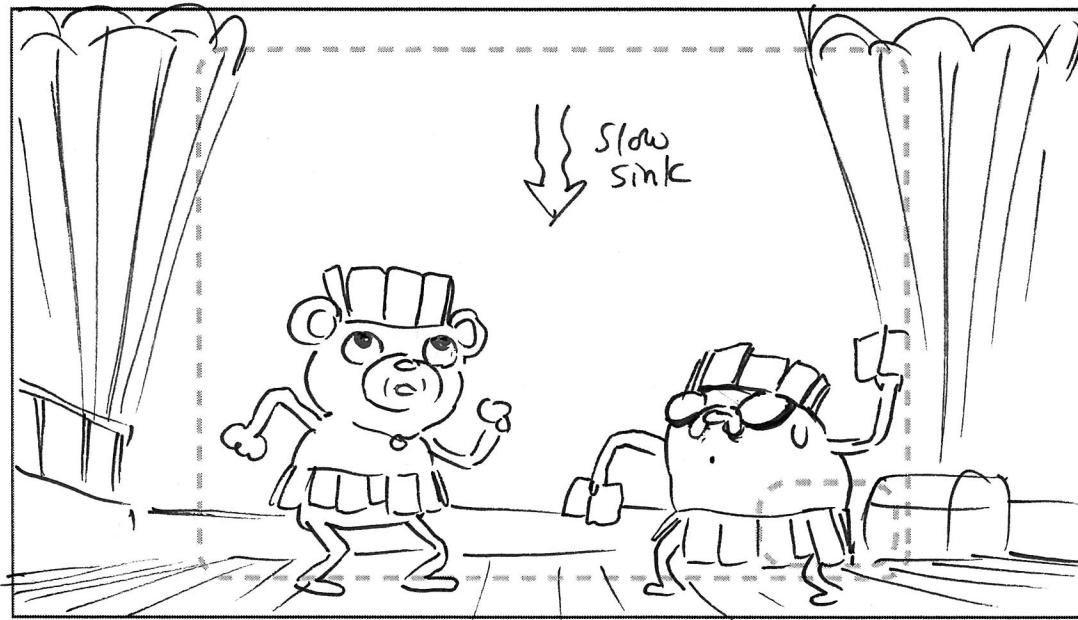
Sc.

196

Pnl. A

Bg.

day night



Dialog:

(SEVEN)(OS)(cont.) → to the hothouse/

(SEVEN): take ... your...
(notices sinking)

Action:

Timing:



EPISODE #

Production :

1025-193

ADVENTURE TIME



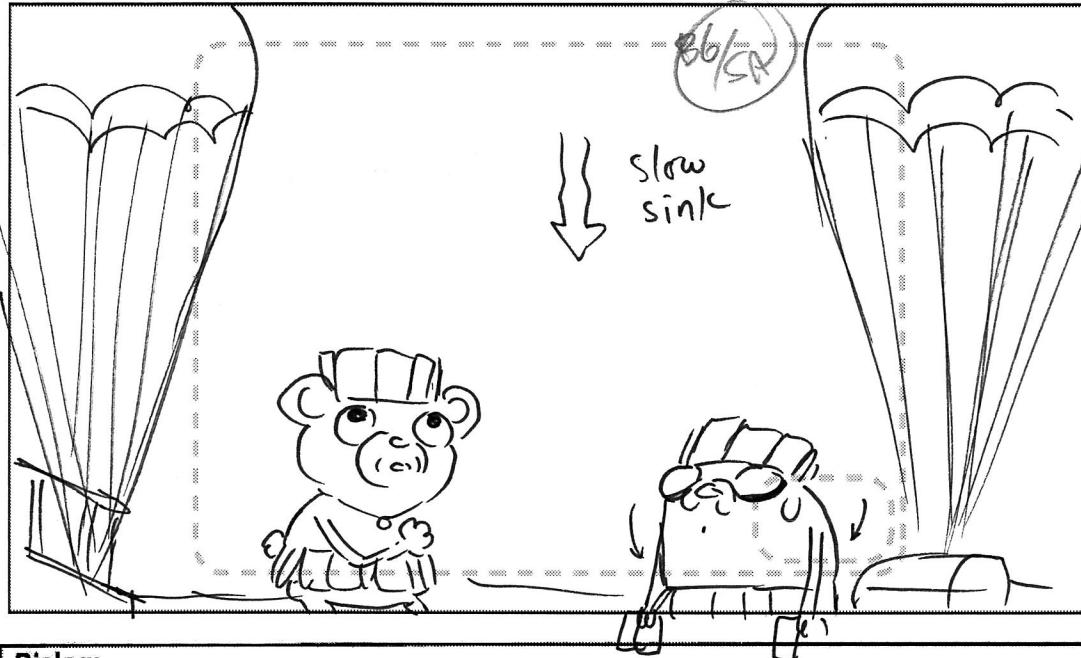
235
Page _____

Sc. 196

Pnl. B

Bg.

day night

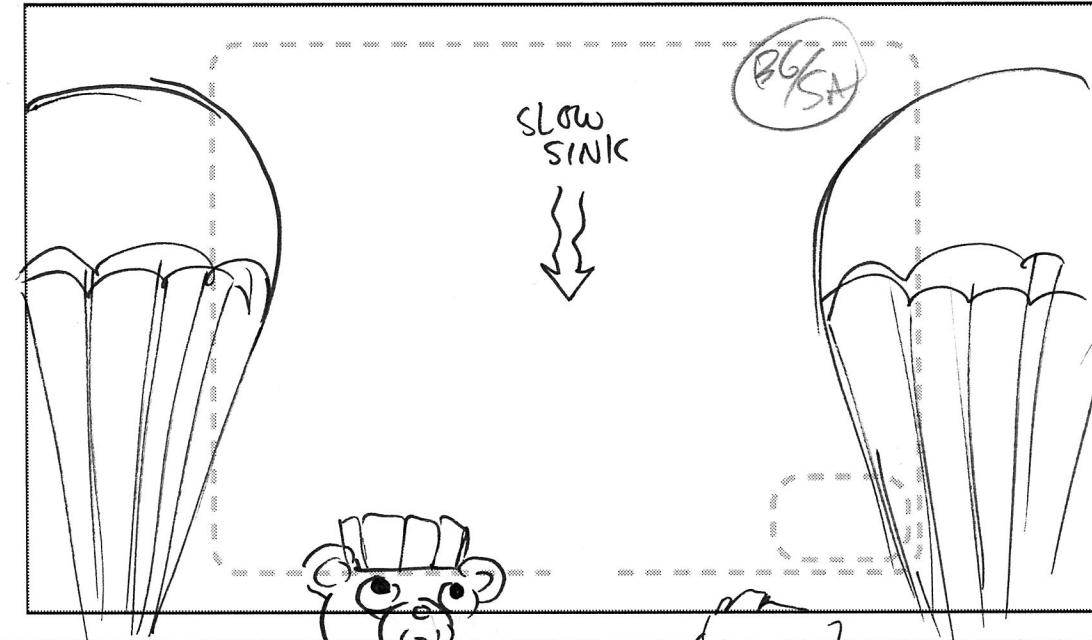


Sc. 196

Pnl. C

Bg.

day night



Dialog:

SEVEN → ...blouse off...

ALT: ...socks off...



Action:

Timing:

EPIISODE #

Production :

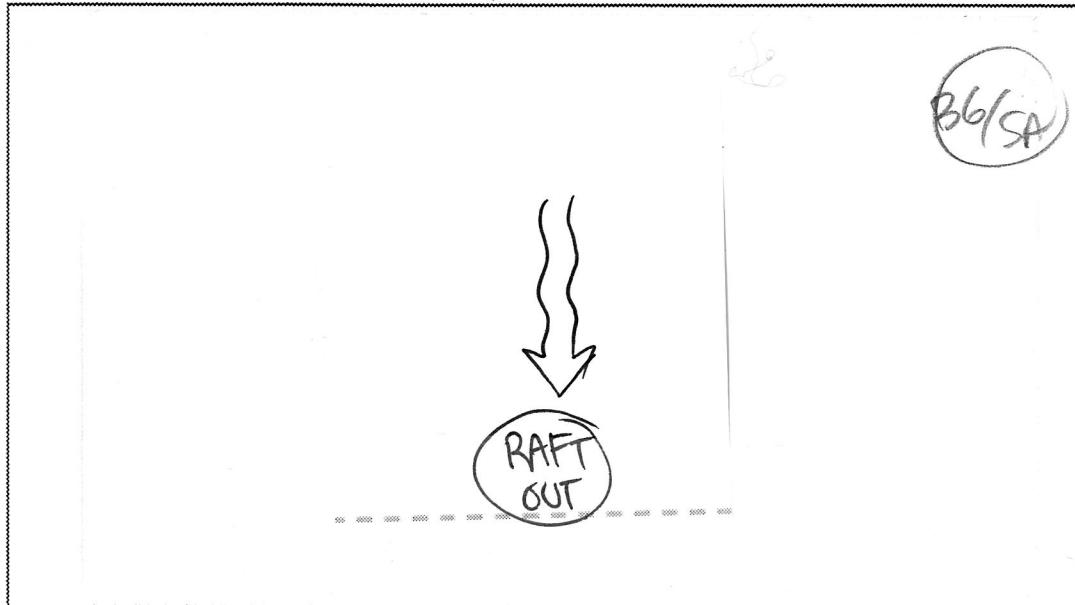
1025-193

Sc. 196

Pnl. D

Bg.

day night

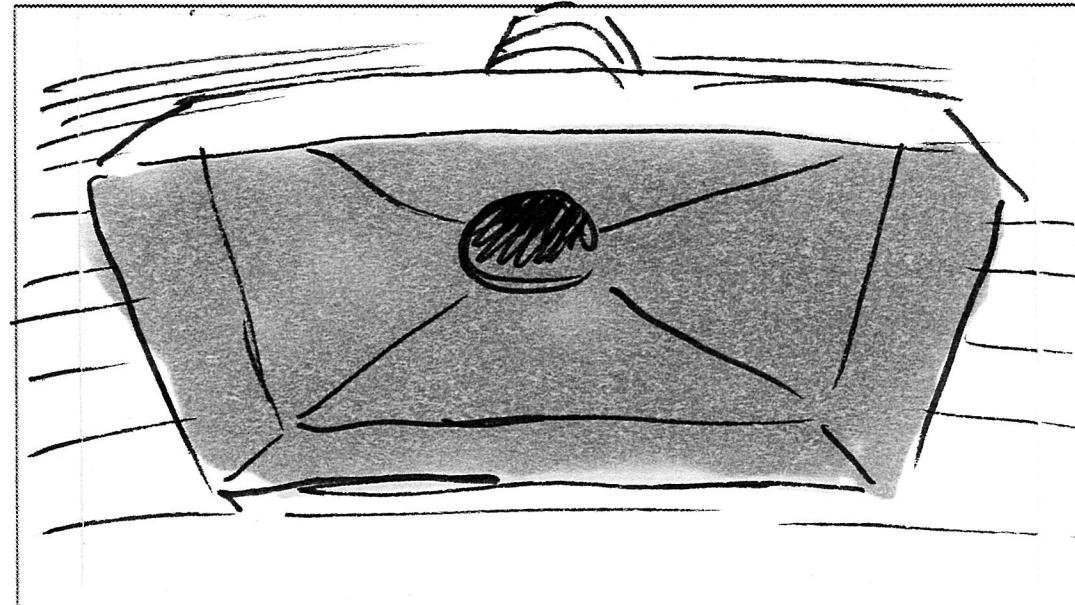


Sc. 197

Pnl. A

Bg.

day night



Dialog:

(rising from
inaudible
to
loud)

J: >cccc &AAAAAA

Action:

Timing:

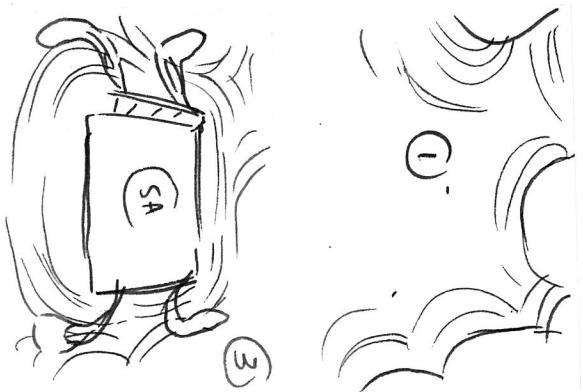
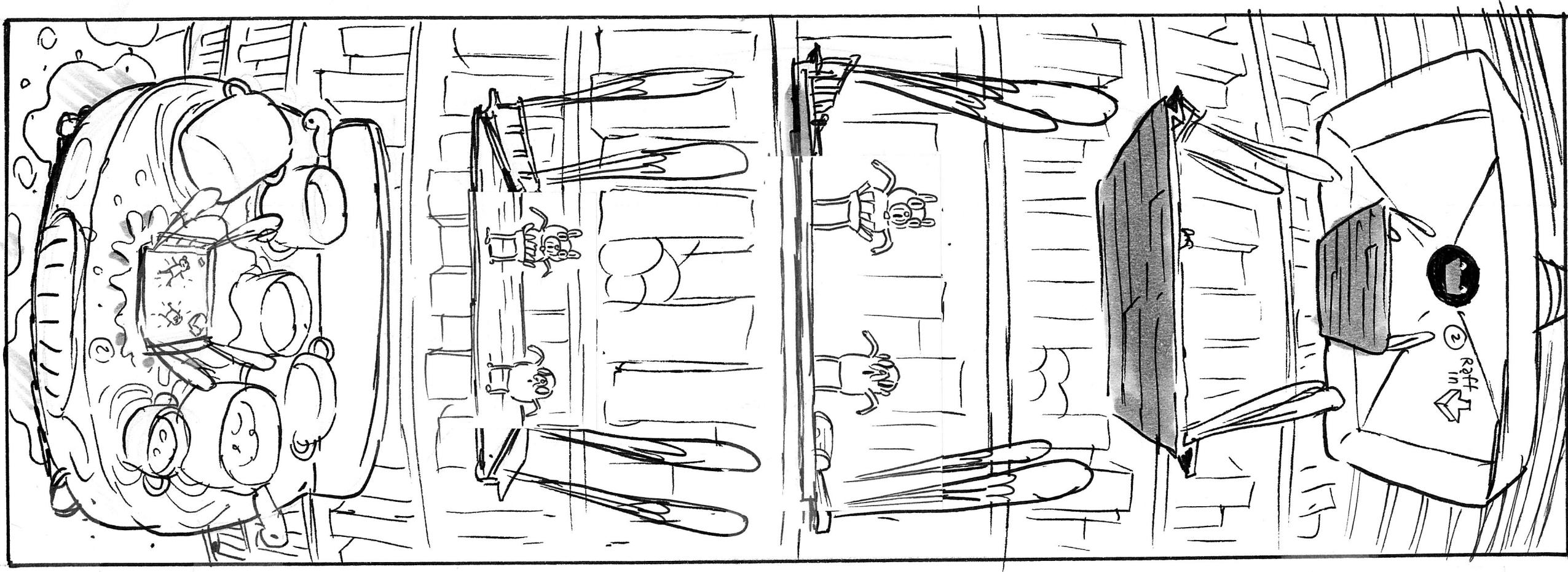
EPISODE #

Production :

1025-193

Page 236

Sc. 197 Pl. B El. 1025-193



ADVENTURE TIME



Page 238

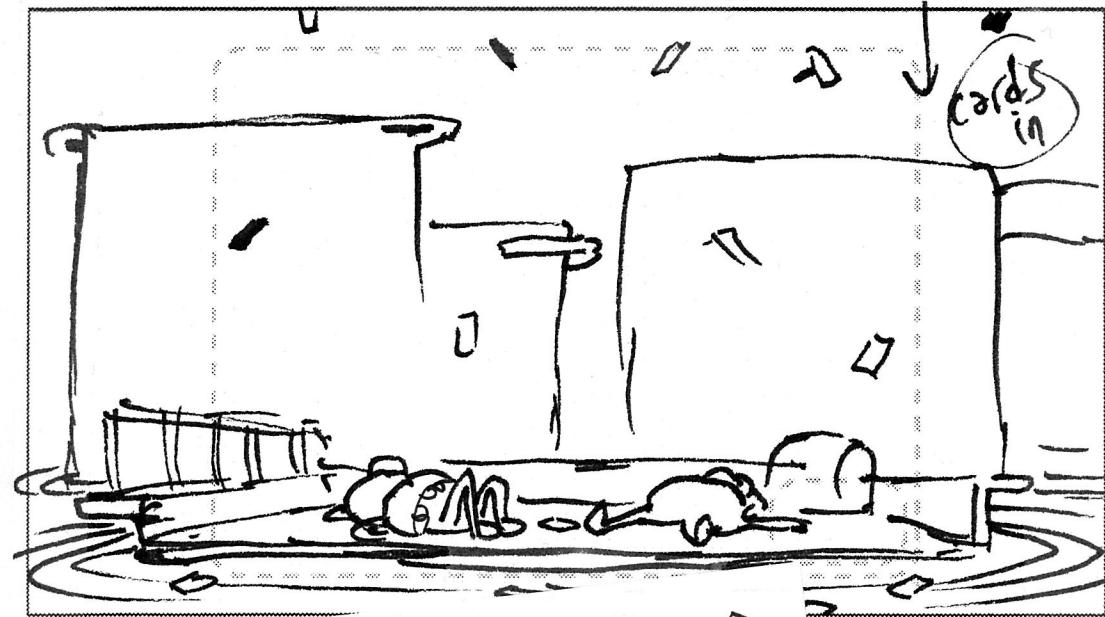
Sc.

198

Pnl.

Bg.

day night



Sc.

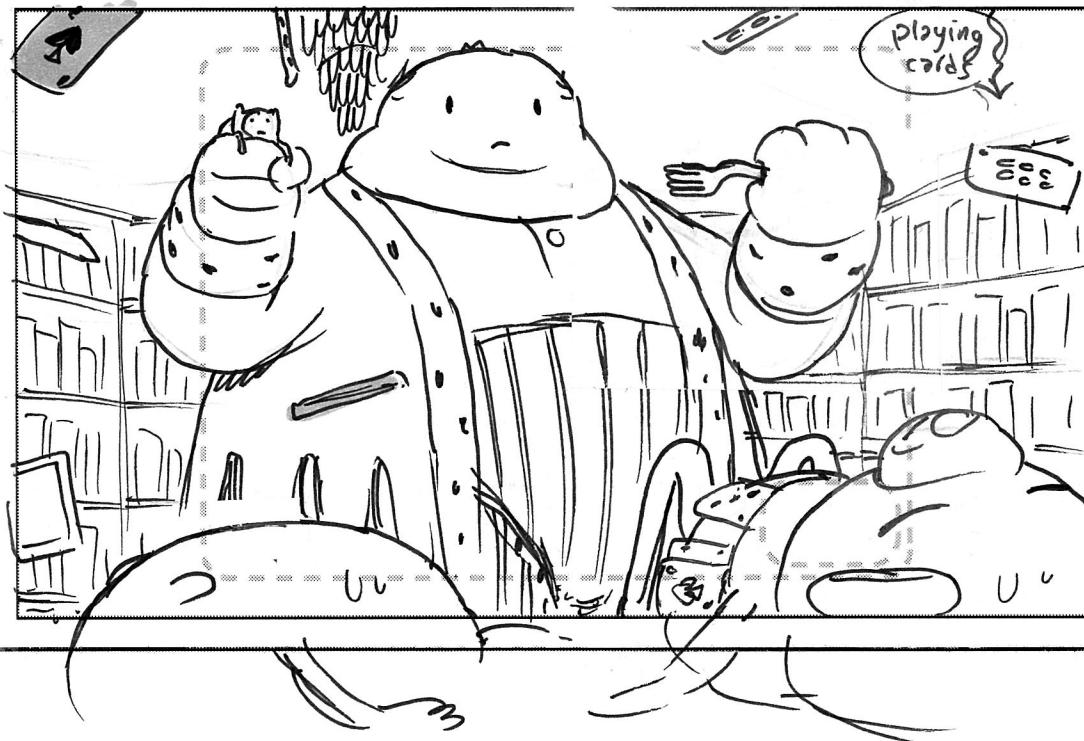
198

Pnl.

A

Bg.

day night



Dialog:

DON'T THINK
WE NEED THIS
SHOT ANYMORE,
BUT HERE IT IS
JUST IN CASE

Action:

- playing cards flutter down

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 239

Sc.

198

Pnl.

B

Bg.

day night

Sc.

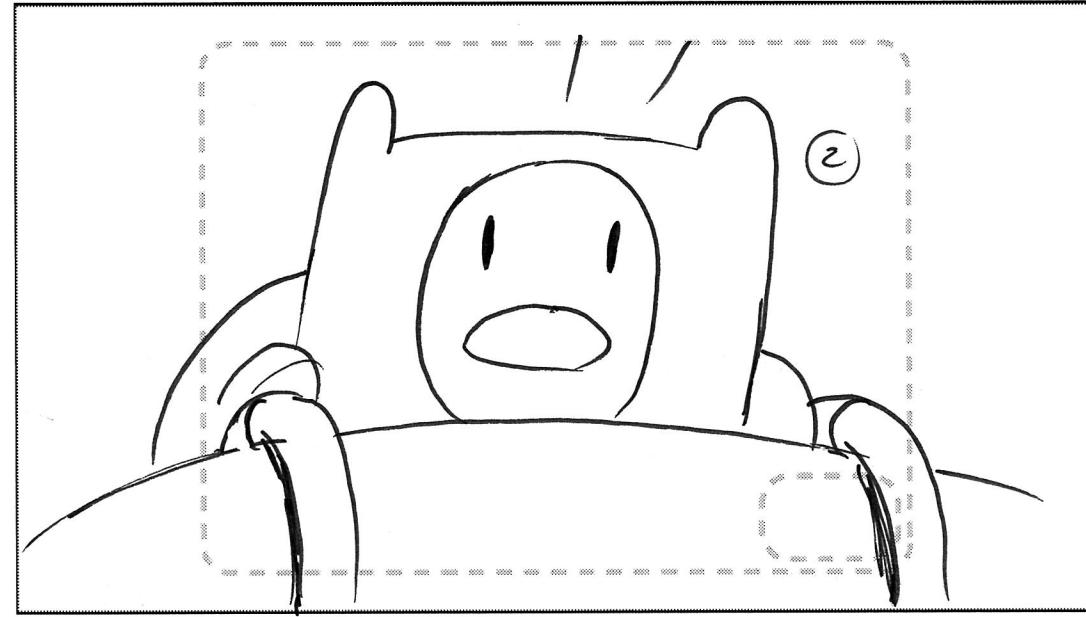
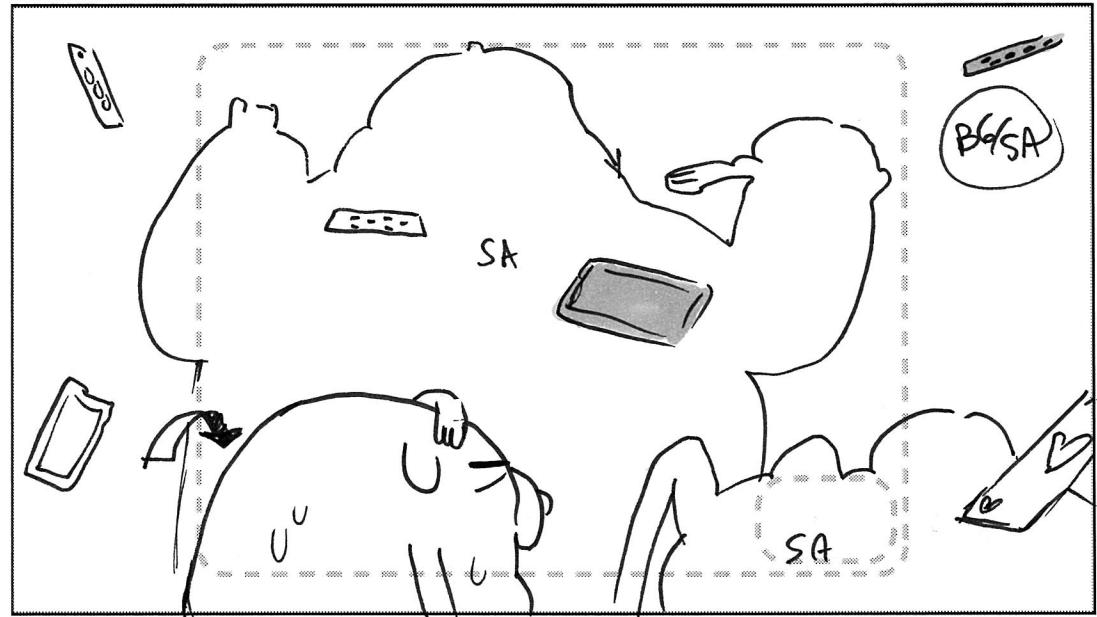
199

Pnl.

A

Bg.

day night



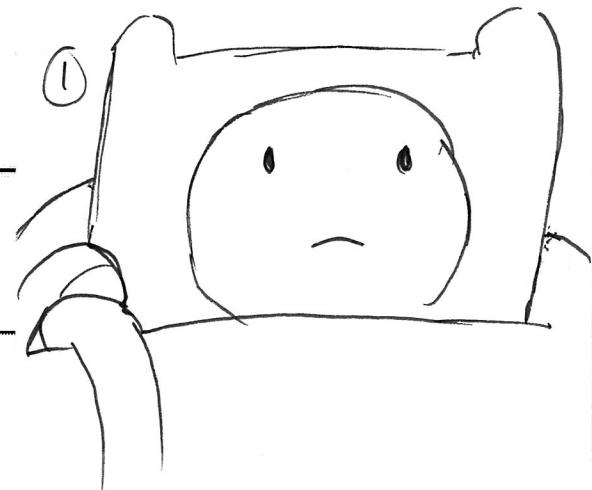
Dialog:

(J:) * ungh... *

Action:

Timing:

(F:) JAKE!



EPISODE #

Production :

1025-193

ADVENTURE TIME



240

Page _____

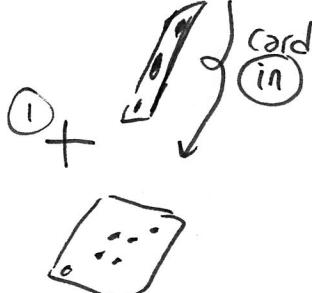
Sc. 200 Pnl. A Bg. day night



Sc. 200 Pnl. B Bg. day night



Dialog



(J) Uhnn...

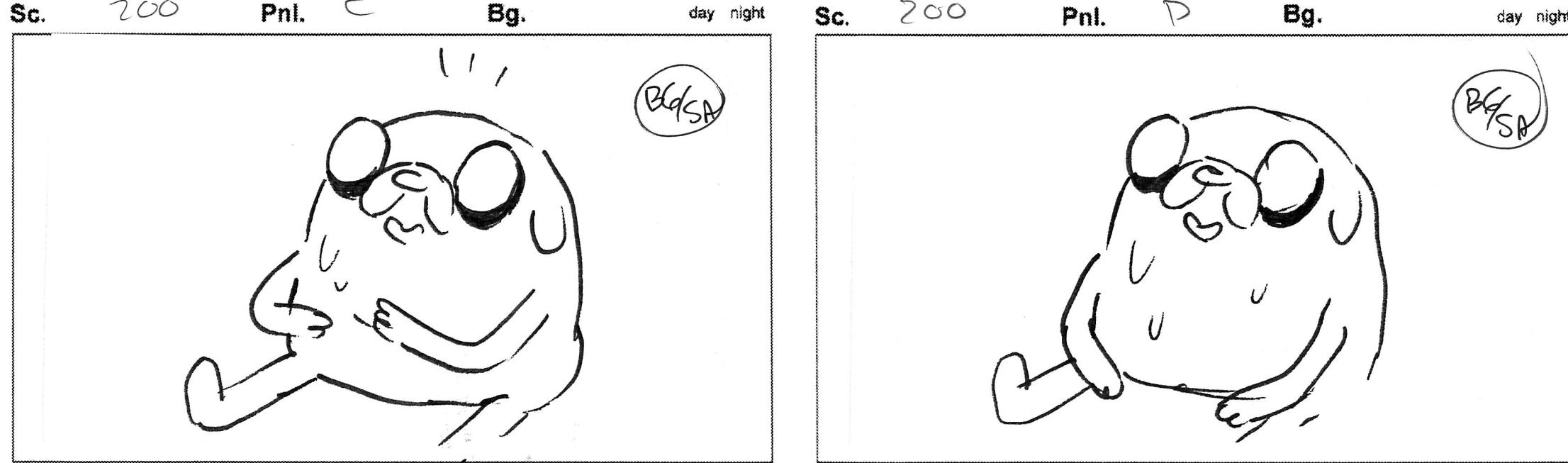
Action

Timing

Production :

EPISODE #

1025-193



Dialog:

(J) Oh! Hey
Finn

- Who's your
new friend?

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME

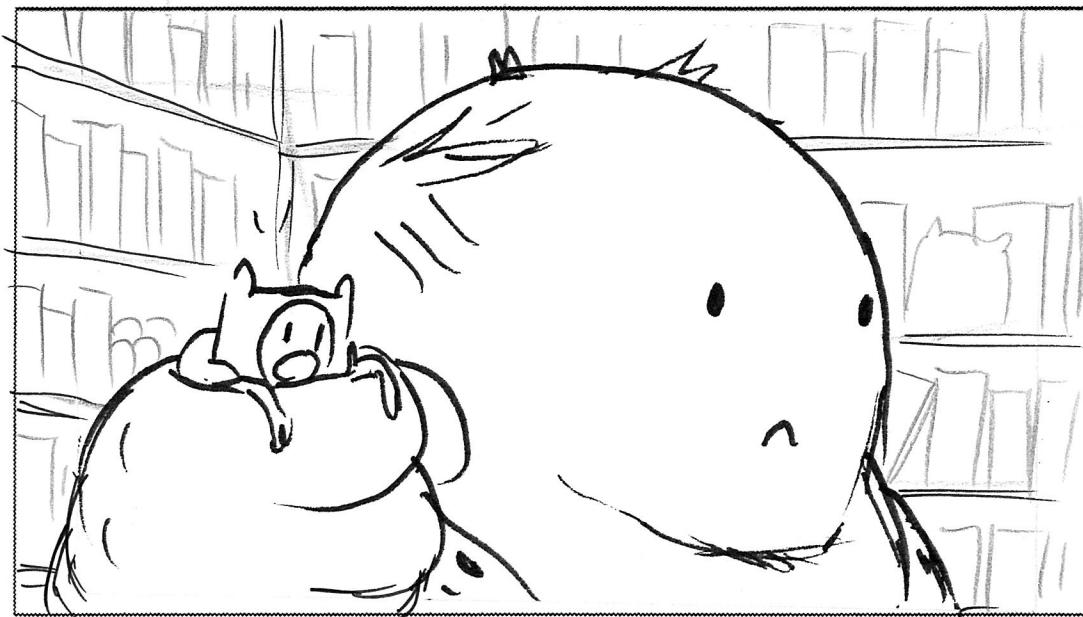


242

Page _____

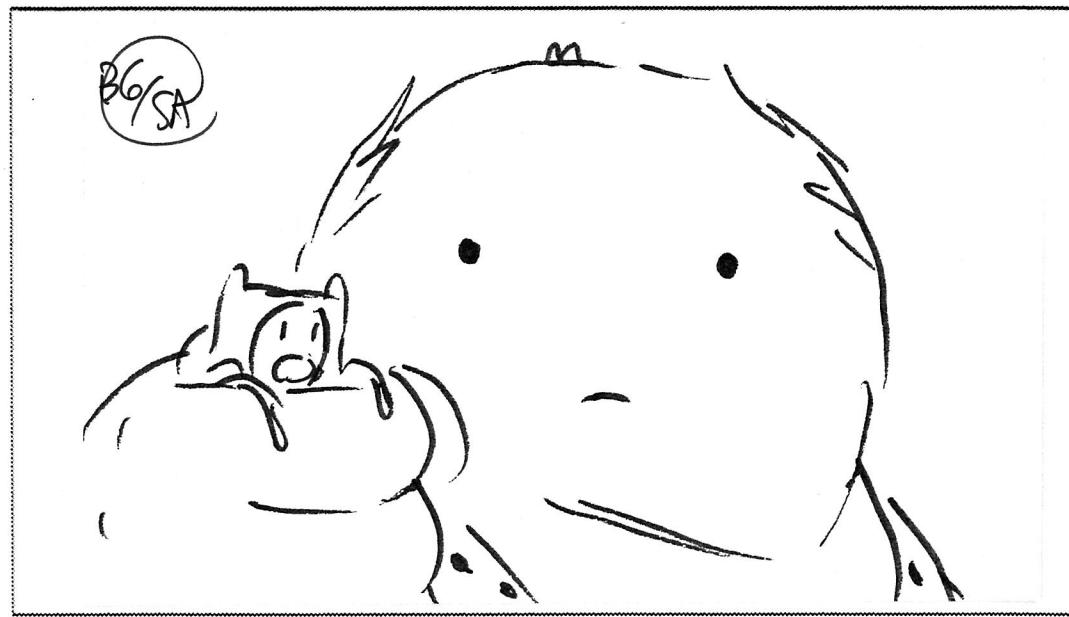
Sc. 201 Pnl. A Bg.

day night



Sc. 201 Pnl. B Bg.

day night



Dialog:

(F) He's not my friend, he's bad! He Kidnapped →

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 243

Sc. 202

Pnl. A

Bg.

day night

Sc.

202

Pnl. B

Bg.

day night



Dialog:

(F.) the heck
outta me!

ALT: the stuffin'
outta me!

Action:

(J.) *GASP*

Timing:

(J) Why you^V son of a...
(interrupted)

(interrupted here)

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 244

Sc. 202

Pnl. C

Bg.

day night

Sc. 203

Pnl. A

Bg.

day night



Dialog:

(KH) *pfft*!
(OS)

Action:

Timing:

(KH) : Whaddya
you gonna do
about it? -

Production :

1025-193

EPISODE #

ADVENTURE TIME



Page 245

Sc.

204

Pnl.

A

Bg.

day night

Sc.

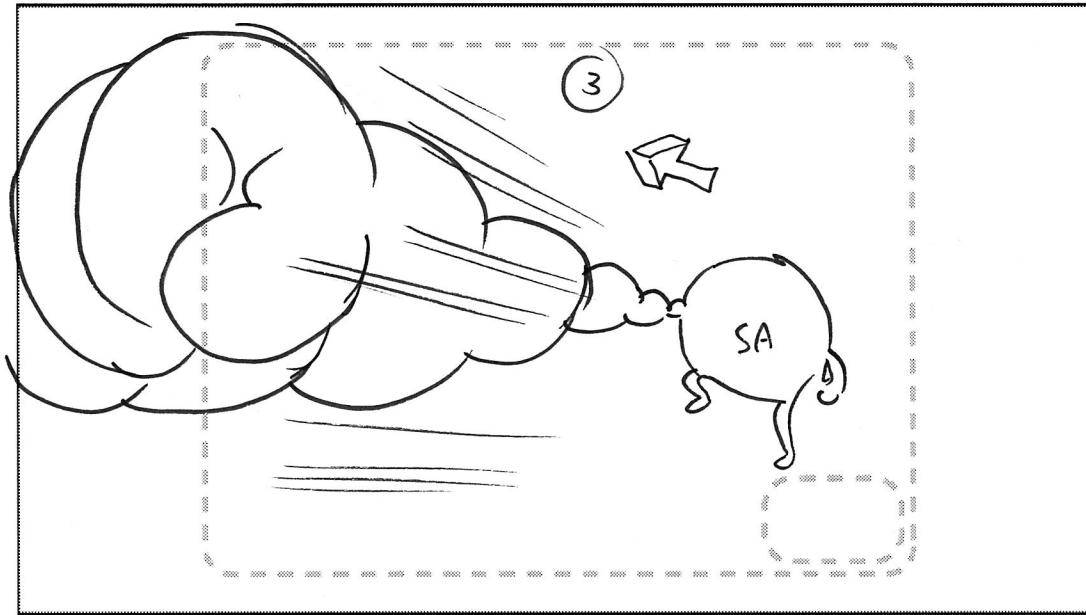
204

Pnl.

B

Bg.

day night



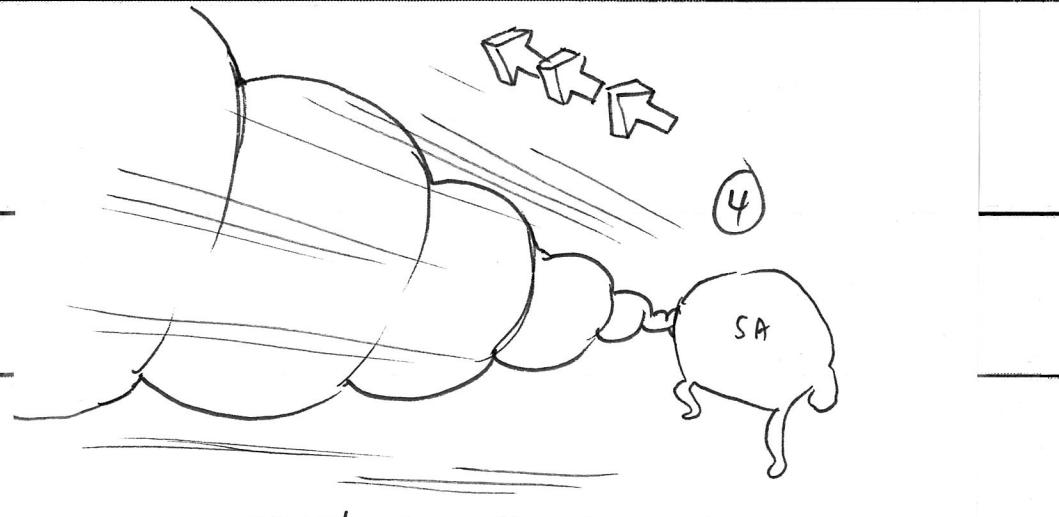
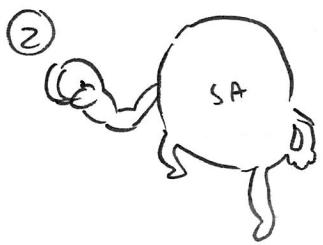
Dialog:

(KH:OS) Maybe I'll go ahead and kidnap you →

Action:

- Jake punches very suddenly/abruptly little-to-no antic.

Timing: - Move through pose (2) in one fast continuous motion.



- punch doesn't stop extruding, extends continuously/ininitely

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 246

Sc.

205

Pnl.

A

Bg.

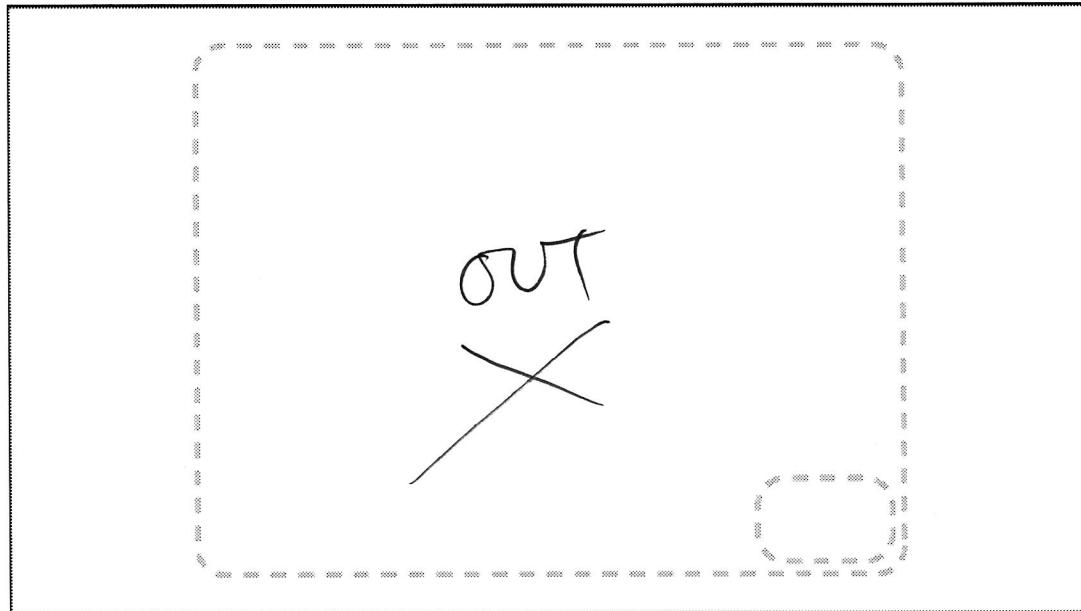
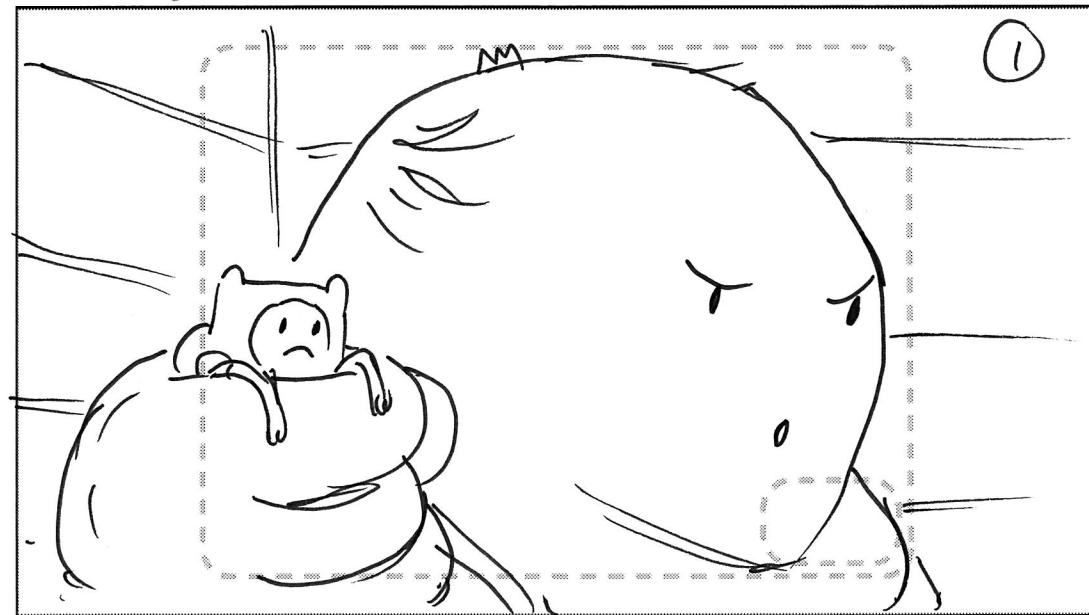
day night

Sc.

Pnl.

Bg.

day night



Dialog:

KH +oo--

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



247

Page _____

Sc. 205

Pnl. B

Bg.

day night

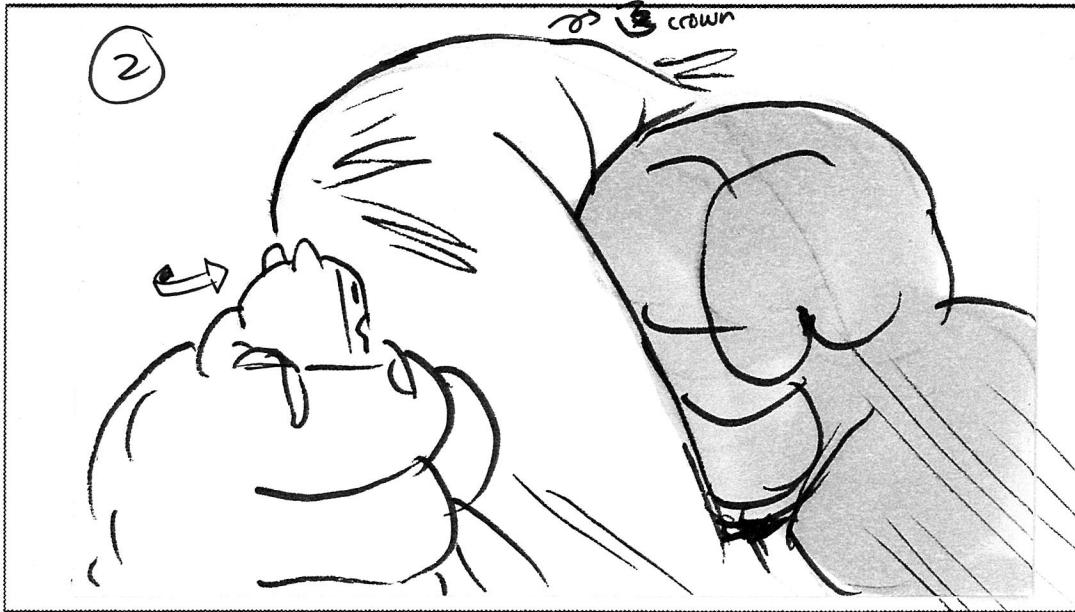
Sc. 205

Pnl.

C

Bg.

day night



Dialog:
SFX: *DUNCH* (Should overlap King's
"Too")

Action: Fist slows almost to a stop when it hits the friction of the king's face.

moves
— Fist slowly as it slides squeakily across King Hug's face

Timing:

EPISODE #

Production :

1025-193

Sc. 205

Pnl. D

Bg.

day night



Page 248

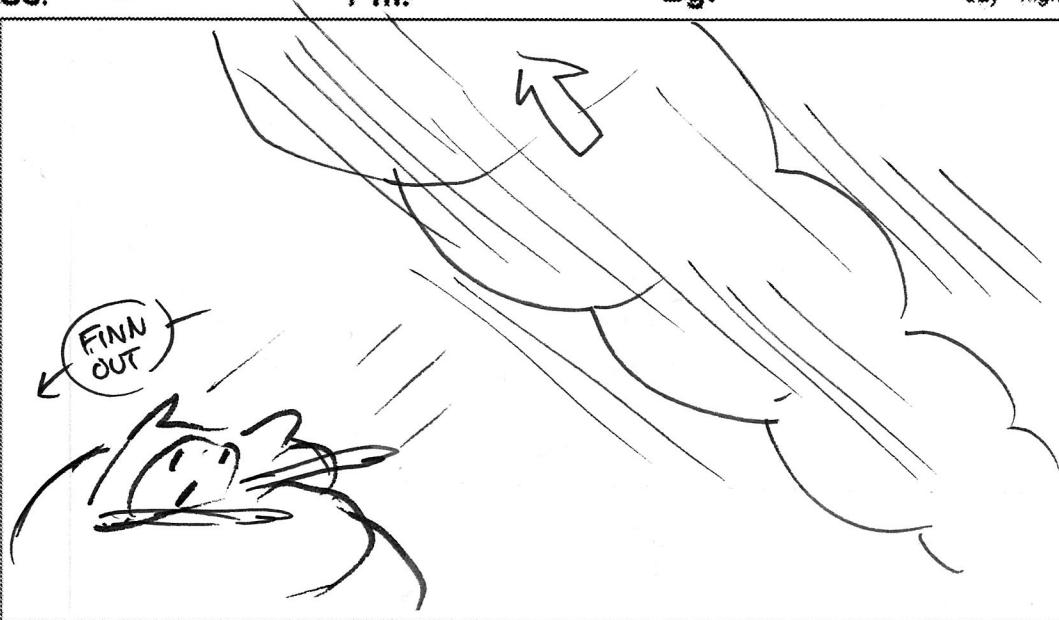


Sc. 205

Pnl. E

Bg.

day night



Dialog:

A storyboard panel showing Finn falling. A speech bubble says "F: whoope!".

Action:

Timing:

① Once the slowed hand passes the King's face, it resumes its speed.

② KING'S torso is flung back 1st, while his hand remains in place.

Hand speeds up to catch up to falling body

Production : 1025-193

ADVENTURE TIME



249

Page _____

Sc. 206

Pnl. A

Bg.

day night



Sc. 206

Pnl. B

Bg.

day night



Dialog:

(F:) Hohohahaha!

(F:) Whooo!

Action: - Ear flaps flap very fast - almost flickering/strobis

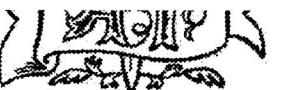
Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc. 206

Pnl.

C

Bg.

day night

Page 250



Sc.

Pnl.

Bg.

day night

FADE
BLACK

Dialog:

(F:) aha heh heh heh heh ...

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME

Sc.

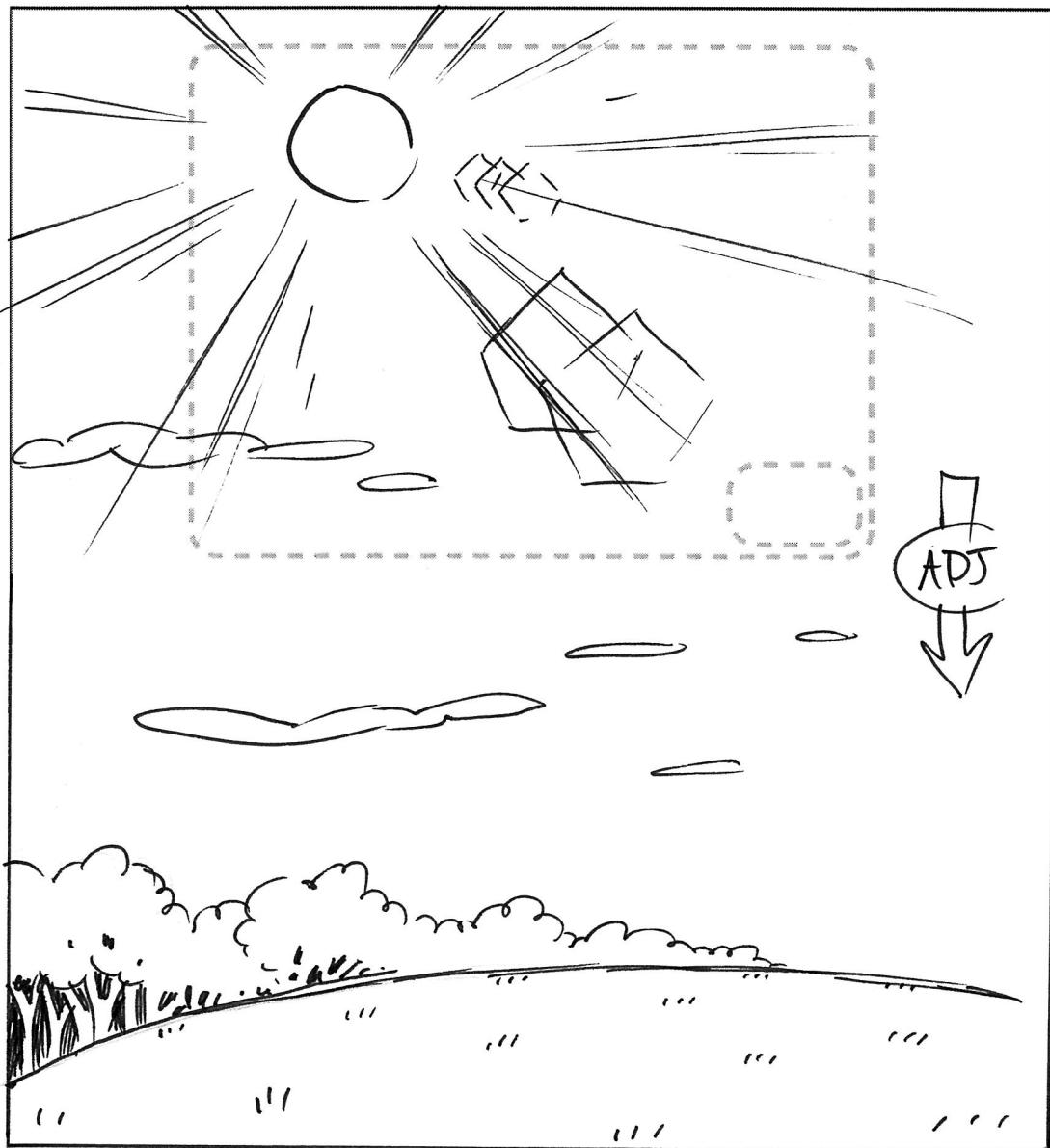
207

Pnl.

A

Bg.

day night



Page 251

1025-193

EPISODE #

Production :

Dialog:

Action:

Timing:

ADVENTURE TIME



Page 252

Sc.

207

Pnl. B

Bg.

day night

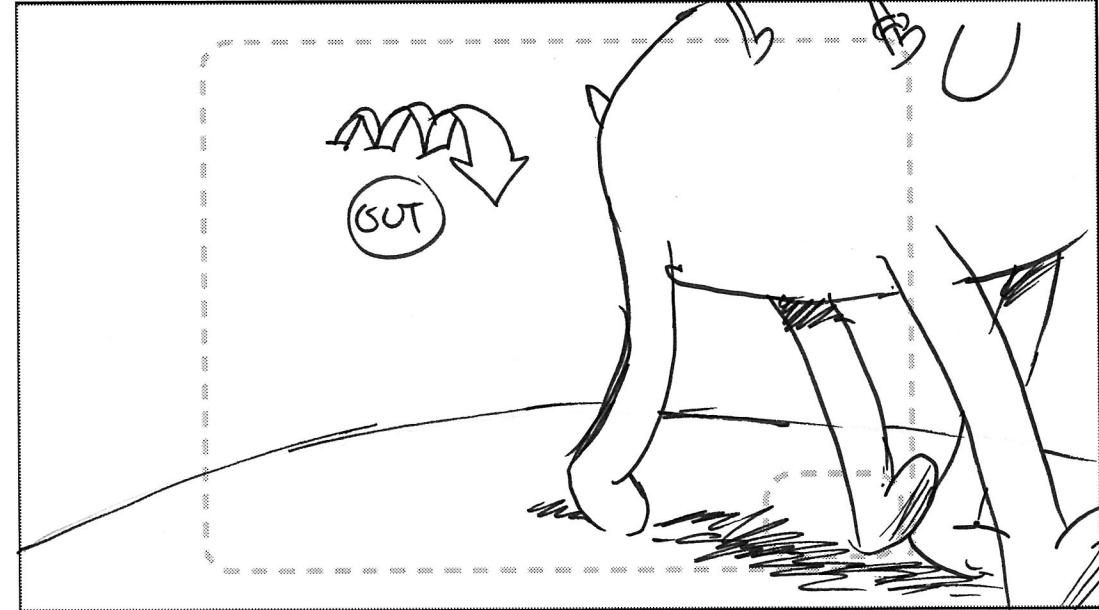
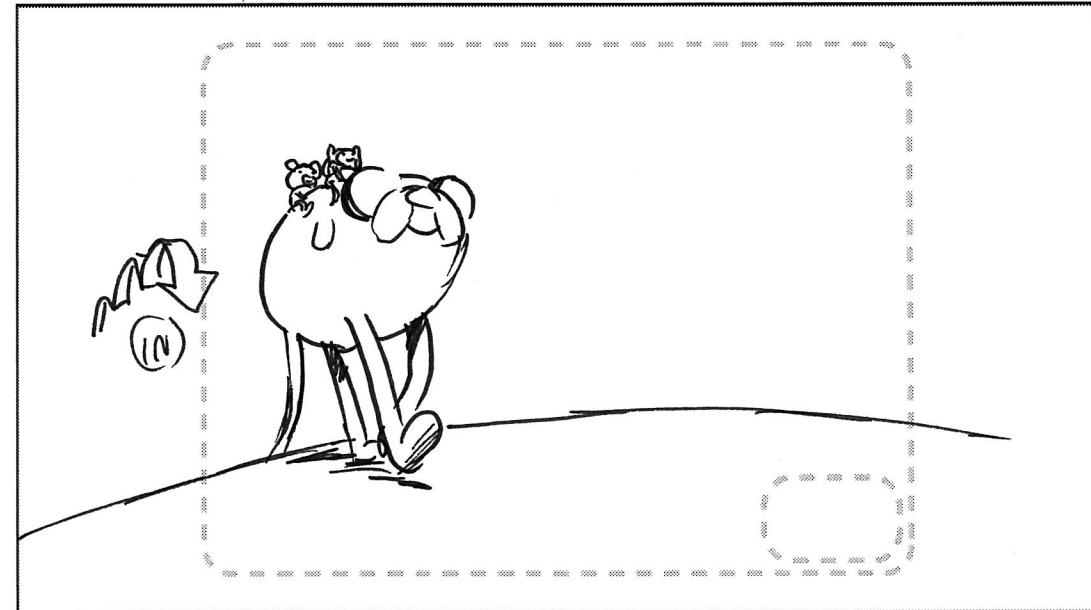
Sc.

207

Pnl. C

Bg.

day night



Dialog:

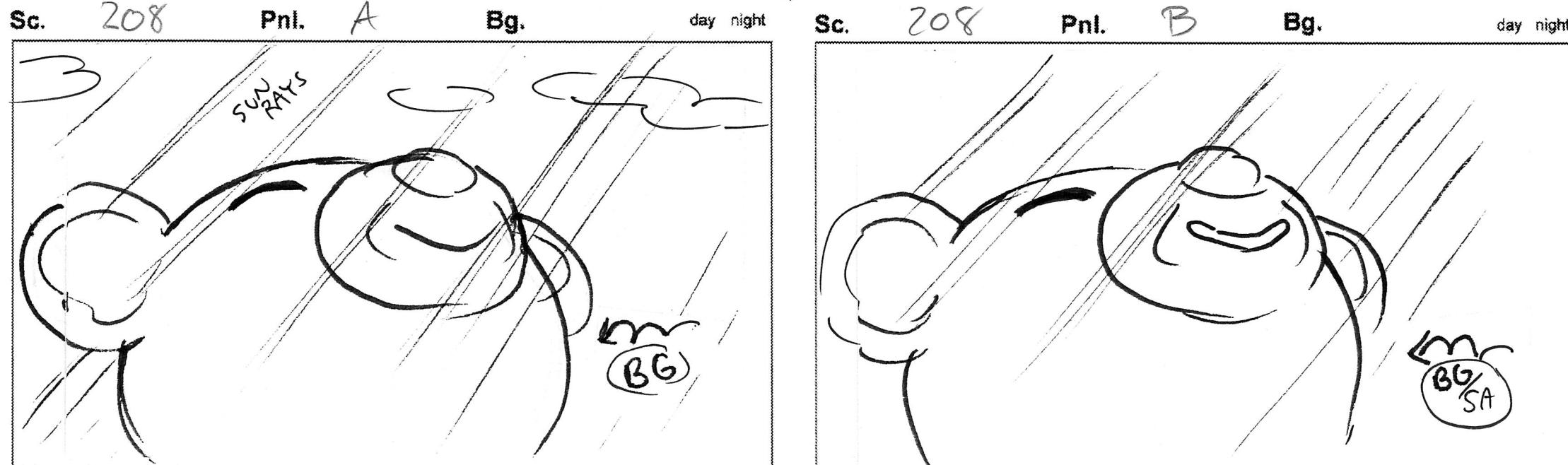
Action:

Timing:

EPISODE #

Production :

1025-193



Dialog:

(7:) ahh...

Action:

- Seven basks in Sun Rdays.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 254

Sc.

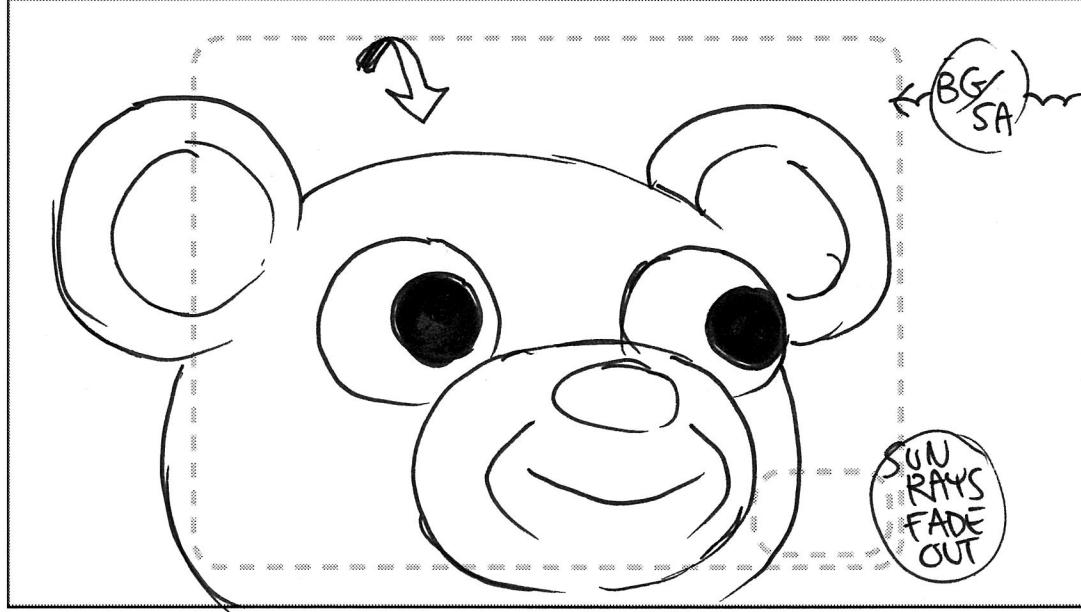
208

Pnl.

C

Bg.

day night



Sc.

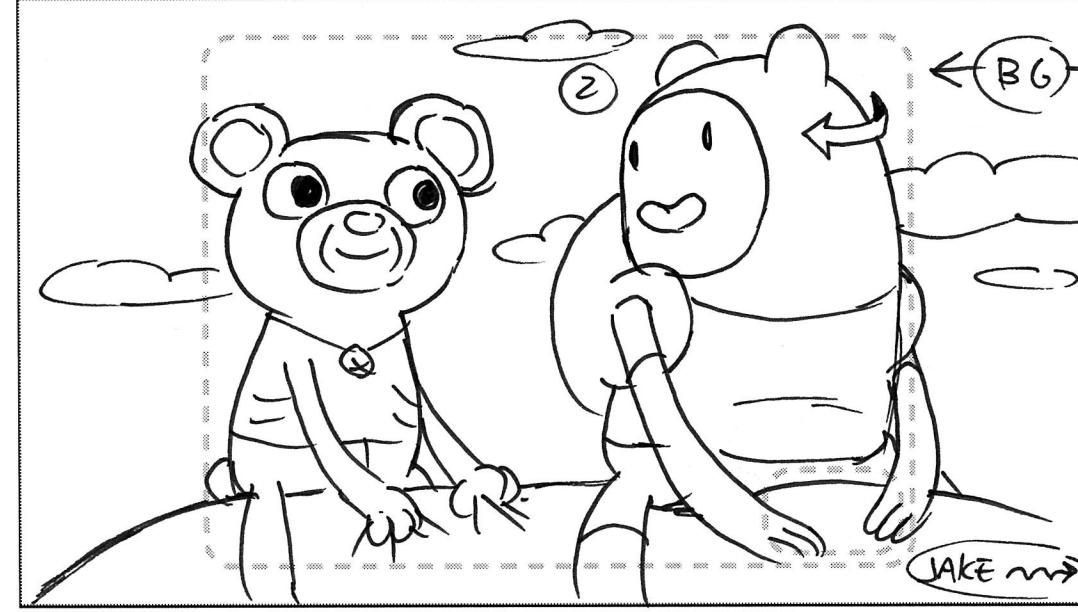
209

Pnl.

A

Bg.

day night



1025-193

EPISODE #

Production :

Dialog:

(FINN) OS Hey, Seven, →

(F:) → hey now that you're
outta that hole, →

Action:

Timing:



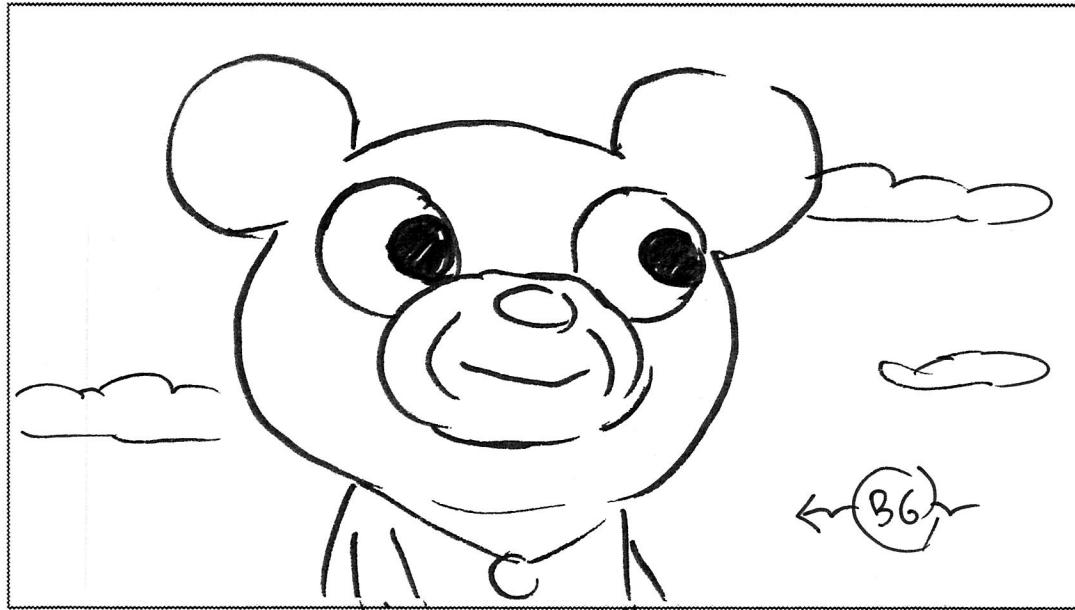


Sc. 210

Pnl. A

Bg.

day night

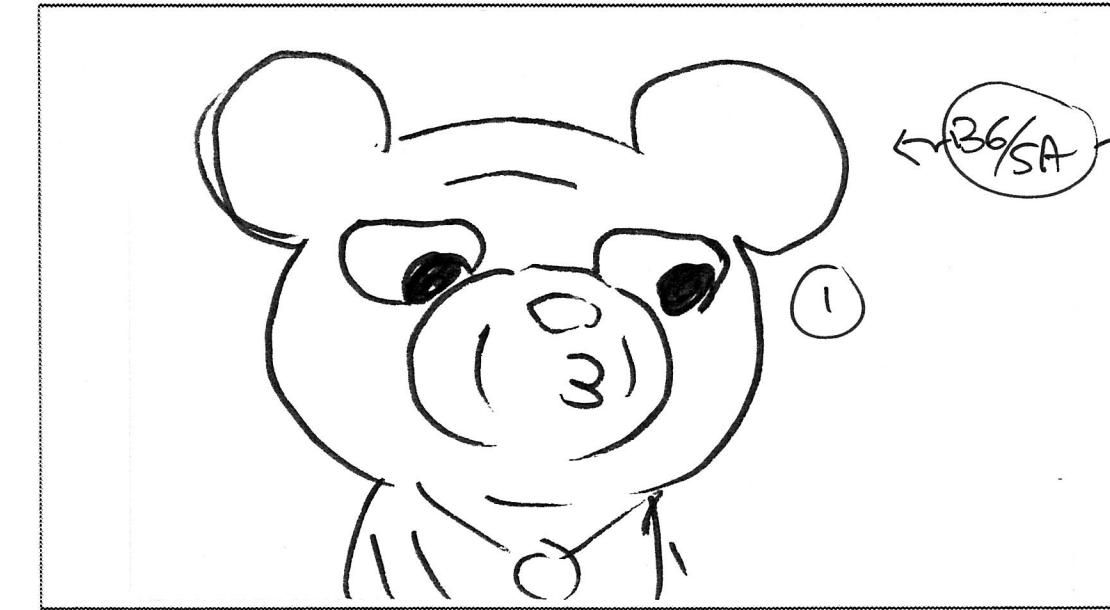


Sc. 210

Pnl. B

Bg.

day night



Dialog:

(FOS) → what's
the first thing
you wanna do?

Action:

Timing:

(7.) hmm...



EPISODE #

Production :

1025-193

ADVENTURE TIME



256

Page _____

Sc. 210

Pnl. C

Bg.

day night

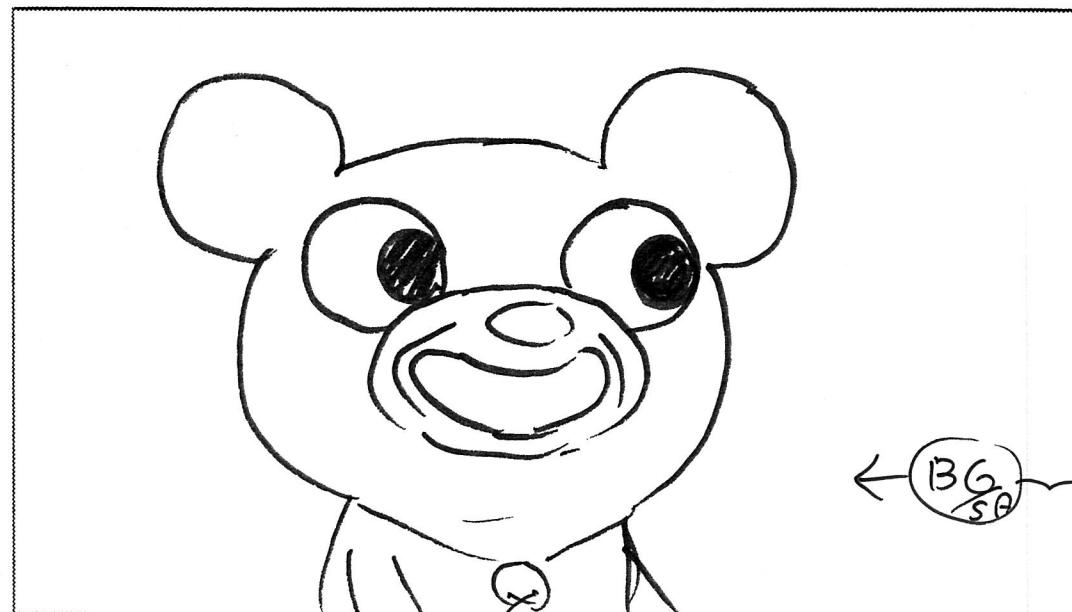
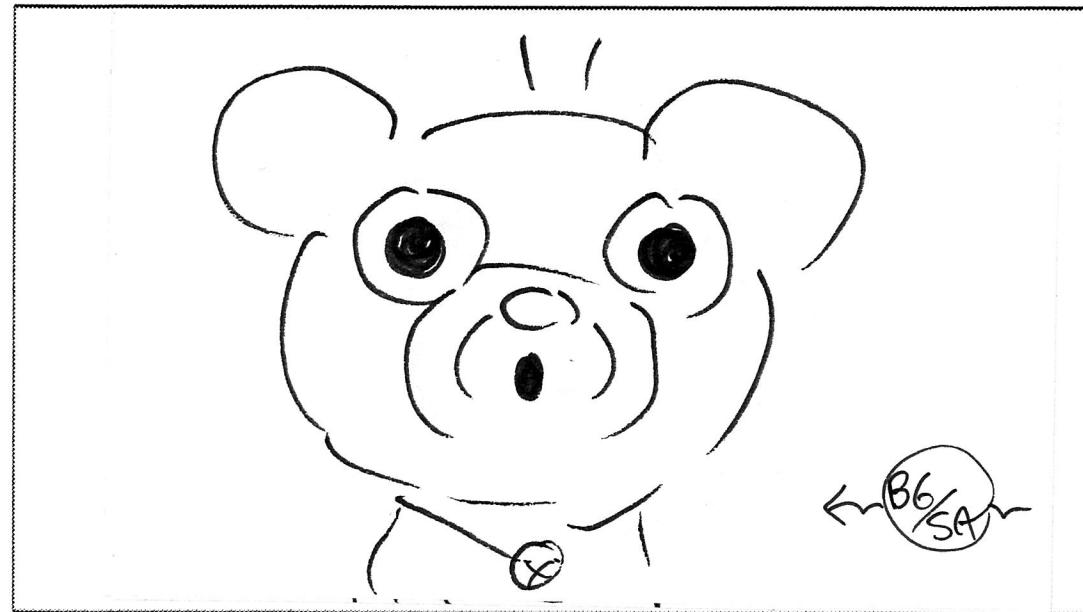
Sc.

210

Pnl. D

Bg.

day night



Dialog:

(7) oh!

Action:

Timing:



(7)^① I want a
giant flippin'
hot dog.^② MM!

EPISODE #

Production :

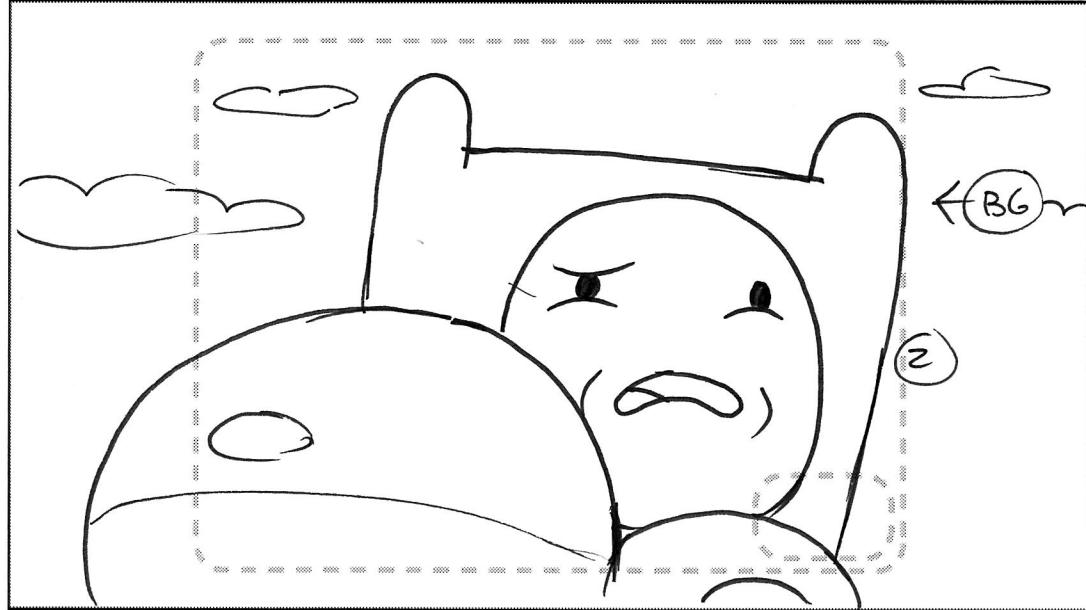
1025-193

ADVENTURE TIME

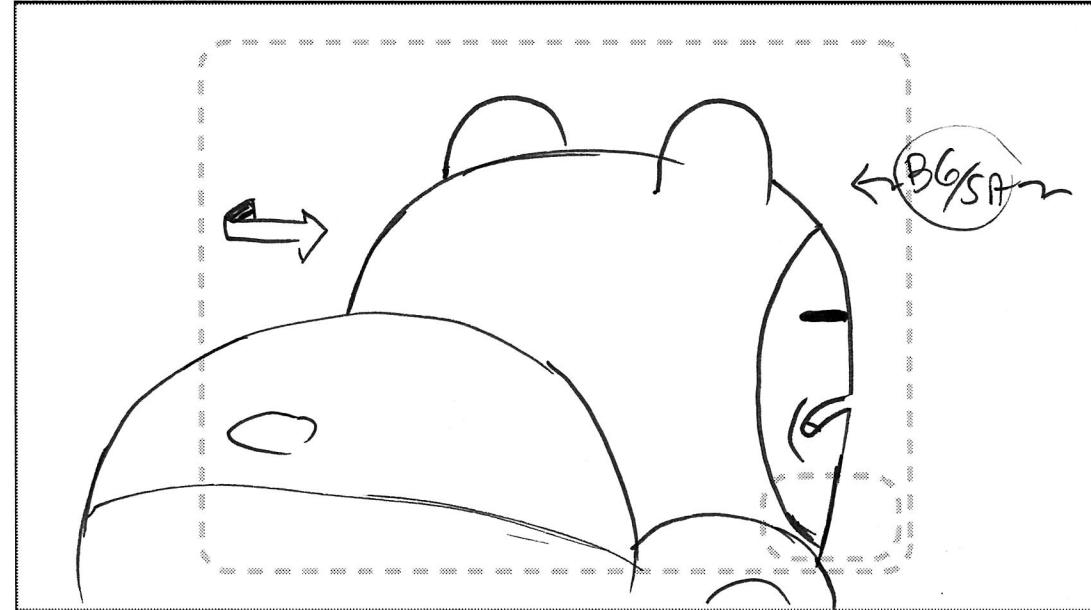


Page 257

Sc. 211 Pnl. A Bg. day night



Sc. 211 Pnl. B Bg. day night



Dialog:	(F:) uhh...
Action:	
Timing:	

EPISODE #

Production :

1025-193

ADVENTURE TIME



258

Page _____

Sc. 212

Pnl. A

Bg.

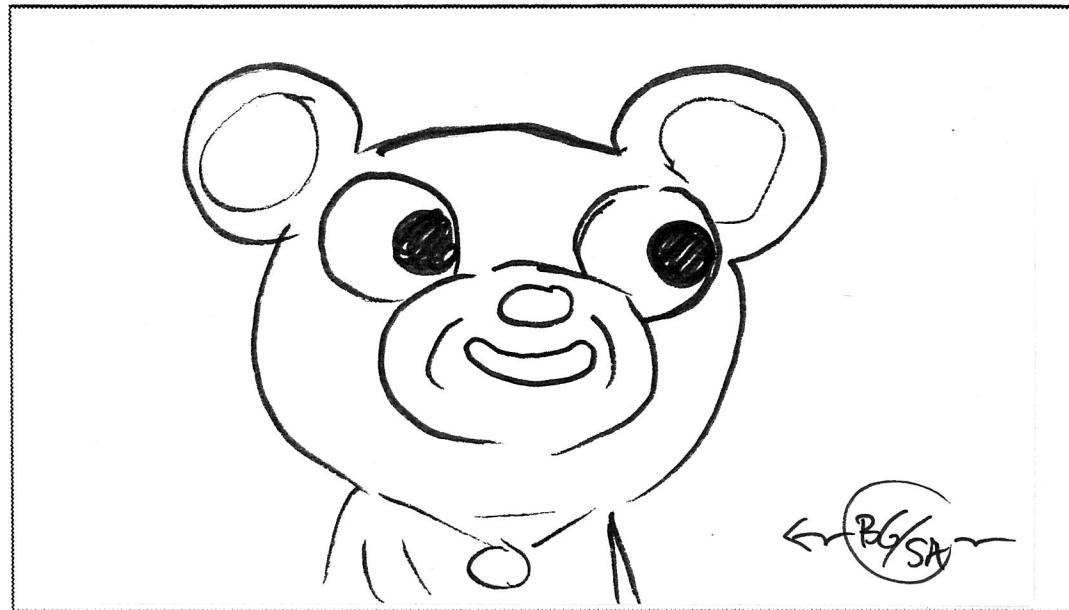
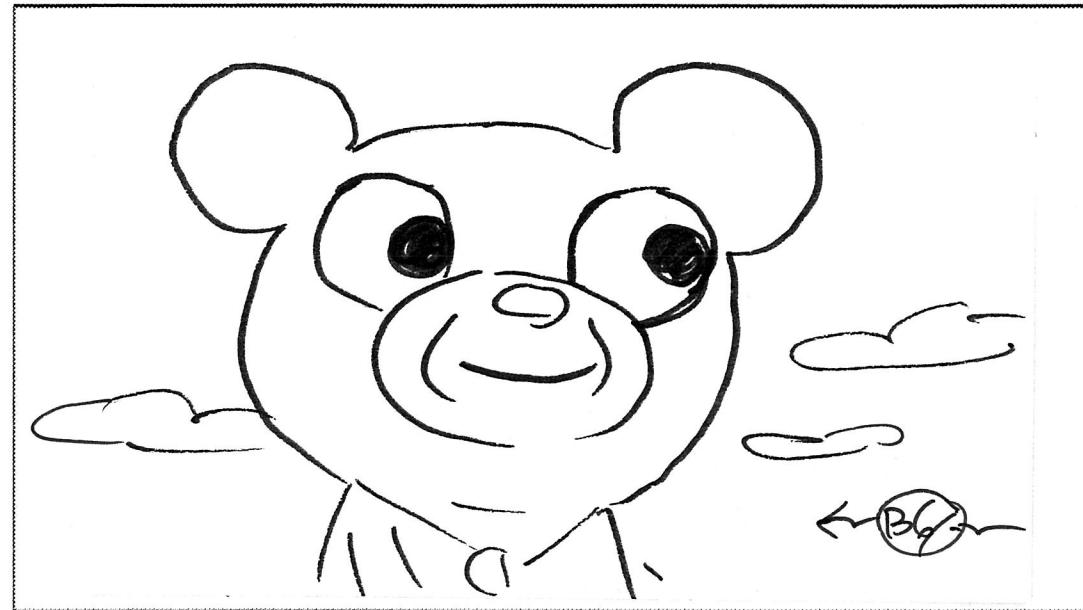
day night

Sc. 212

Pnl. B

Bg.

day night



Dialog:

-BEAT-

⑦ Mmm, I don't
give a TOOT!



Action:

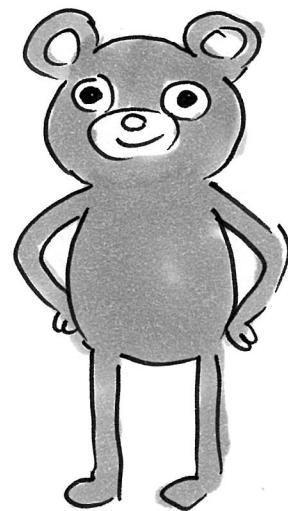
Timing:

EPISODE #

Production :

1025-193

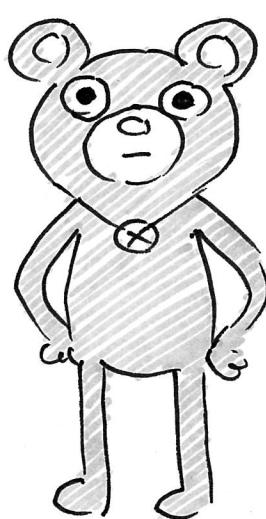
SEVEN'S AGE RANGE



AGE (A)

YOUNG - - - - - OLD

sc. 96-105



AGE (B)

sc. 108
109
113



AGE (C)

All other
scenes

- Fur gets lighter
- skinnier
- more bells